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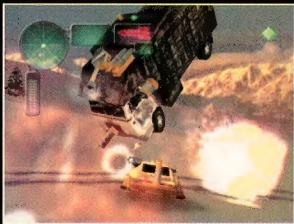


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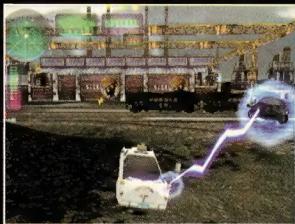


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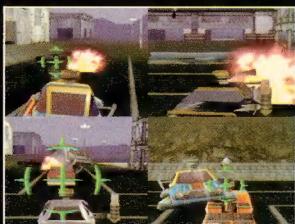
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by Marc Ecko

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Tombola! 2



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Gran Turismo 2



Check out our giant update on this highly anticipated title, including a complete list of every car in the game—594 at last count!

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Y2K Buyers Guide



It's the end of the world as we know it, and you feel fine...Why? Because you stocked up on all the essential PS goodies thanks to our Y2K Buyers Guide.

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Twisted Metal 4



Sweet Tooth is back, and he's got Rob Zombie with him. Read all about the latest chapter in this deranged franchise in our premier review.

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Resident Evil 3 Strategy



You thought last month's Dino Crisis strategy kicked ass? Wait till you see what *Expert Gamer's* Jim Mazurek has done to RE3. Everything you need to know and more.

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In addition to Reader Art and the Caption Contest, we explore issues like the size of the PlayStation2, mod chip detection, and the role of *OPM* in our nation's correctional facilities.

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One word: PlayStation2. We've got tons of new screens from top games like Tekken Tag Tournament, plus all the latest info and inside scoops. Also, look out for the Blair Witch!



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This month a pair of exciting new action/RPGs—Dew Prism and Dragon Valor—are on their way to America! Yes! Also the PlayStation rerelease of the classic RPG Chrono Trigger.



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Medal of Honor, Hot Wheels Turbo Racing, Re-Volt, Wu-Tang: Shaolin Style, Xena: Warrior Princess and Legacy of Kain: Soul Reaver some of the games featured in this issue.



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g.e.a.r.

Style and substance converge in a new speaker system designed specifically for game consoles. Plus, we test drive a handheld racing wheel, strap on a GT2: watch and review a PS storage device.



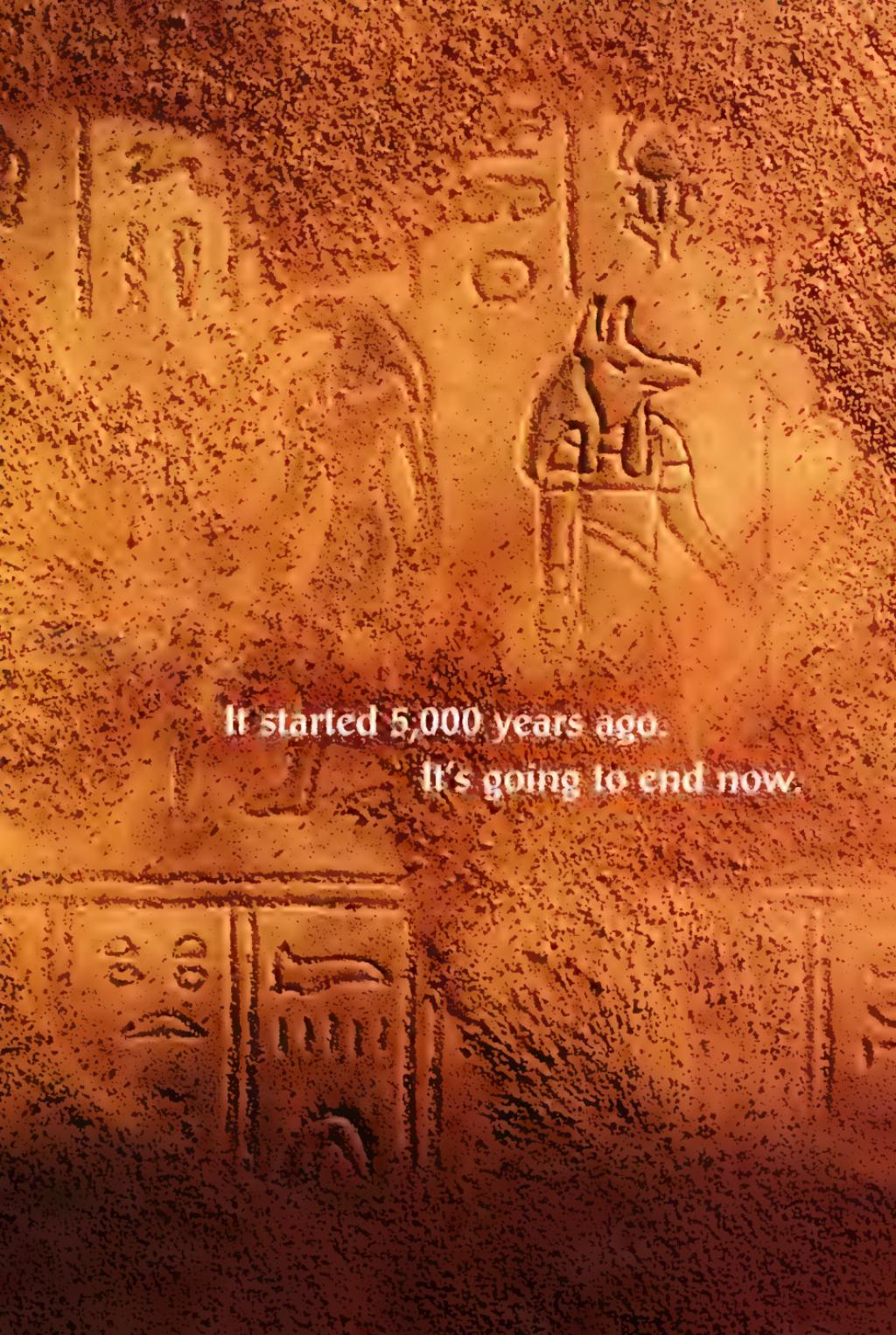
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Demo Disc

What's scarier: dinosaurs or zombies? Answer that question for yourself by testing out Dino Crisis on this month's Demo Disc. Also on the disc: five other playable games and two video clips.



134



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Caption Contest Winner



"Long live sport."

Nick Wilhelmy

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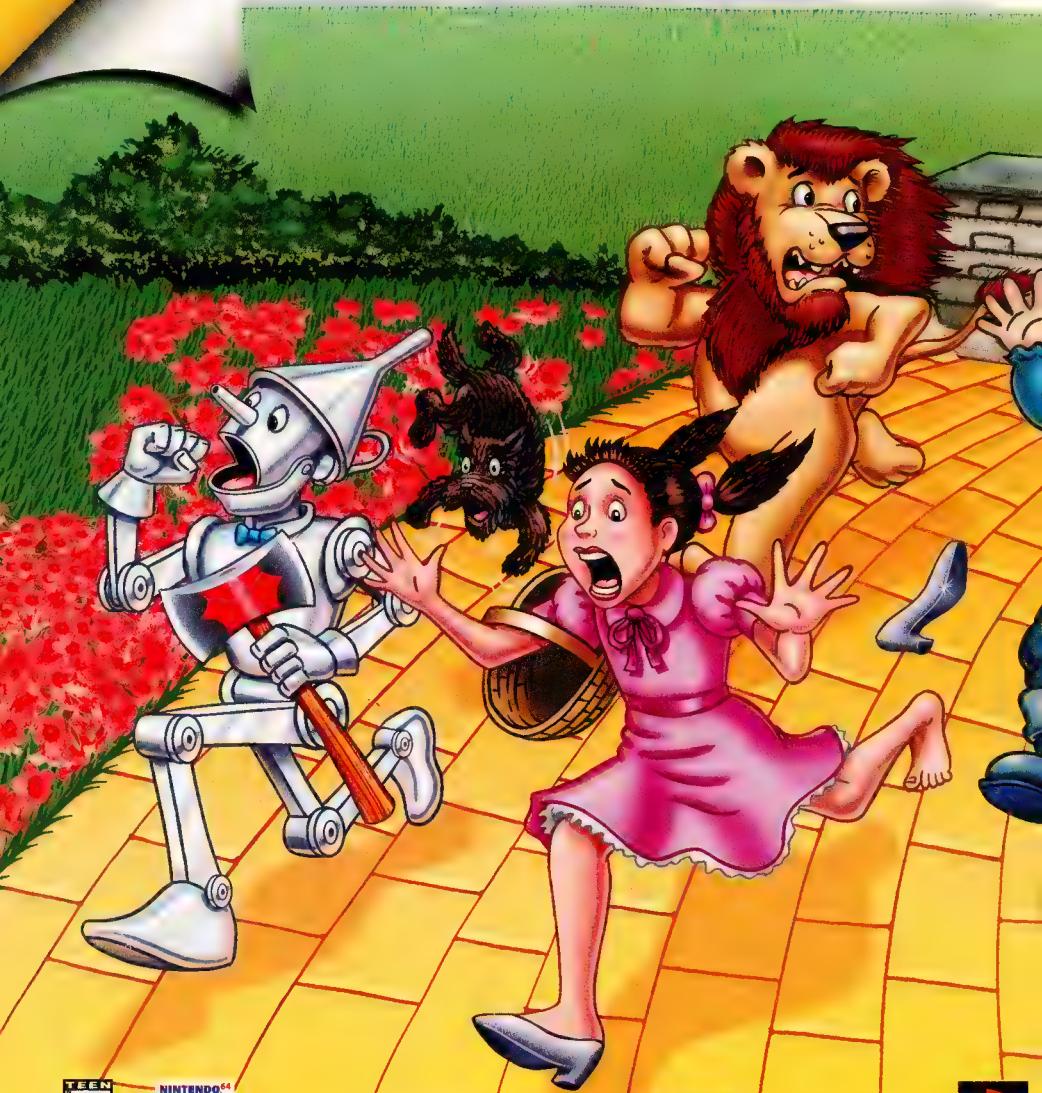


Here, however, is a sample of the kind of thing you will see in the new book. It is the first page of the 1959 edition of *How to Write a Novel* by John Gardner, which is now in its second edition. The first page of the new edition is identical to the first page of the old edition, except that the title is in a larger, bolder font.



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PlayStation2 Pushes

With each passing week, as we get closer and closer to the PlayStation2 launch, more developers are revealing their plans and releasing screens of their PS2 games. And like we promised you last month in our massive PS2 feature, we're gonna be all over every bit of info, every new pic, every new announcement, all to keep you informed of everything PlayStation2. But we're also here to help you cut through all the chatter and noise surrounding Sony's supersystem. We assure you that what you get here won't be unfounded rumors but hard facts, inside info and expert analysis.

Virtual Ocean

From Ed Annunziata, creator of the 16-bit hit Ecco the Dolphin, comes Virtual Ocean, a game in which you explore a submerged world as various sea creatures, interacting through realistic-sounding dolphin songs and the like. We recently saw the game-play in motion, which showed off some crystal-clear underwater environments and an intriguing interface. The music also had a relaxing New Age feel. Virtual Ocean is set to release at the U.S. PlayStation2 launch.



Tekken Tag Tournament

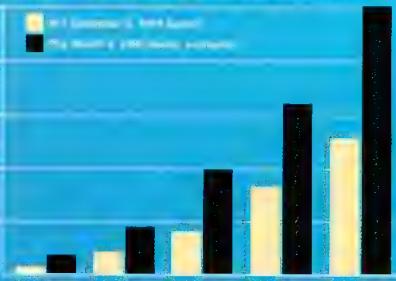
While you've already seen a ton of Tekken Tag Tournament screens in these pages, many of them weren't of a high enough resolution to really show the awesome details and the sheer beauty of the game. Namco recently released a handful of new high-res screens that just blew us away. Check out the stunning details, like the individual blades of grass in the field arena.



Analyst Predicts 100 Million PS2s by 2004

Analyst Merrill Lynch recently released a report projecting that the PlayStation2 will quickly surpass 100 million units sold by March 2004 (which ends March 2003, precisely) and that the numbers grows as follows: 1.2 million units shipped August 1998; 10.2 million on March 4, 2000; 14.8 million by November 19, 2000; 10 million by March 2001; and reaches 45 million by March 2004. This report also saw how more sales, predicting that 96.8 million game will be in store ready hands by March 2004. Merrill Lynch also believes that the PC will be among the most important products for Sony, along its potential to be a core consumer electronics platform. In progress to digital and networking technology and the emergence of computers and communications equipment, they wrote, the PS2 could become a true centralizer for all entertainment communications system. One other interesting side note in the report was a possible version of the PocketStation2, which Merrill Lynch sites as a 12 percent. Maybe we'll finally be getting a PocketStation2 after all.

PlayStation2 will quickly surpass 100 million units



Forward



World Soccer 2000

Seems every new system gets a soccer game around launch time, and the PlayStation2 is no exception. Konami's World Soccer 2000 will be one of the first in what will surely be a long and hopefully innovative line of sports titles for the PlayStation2.

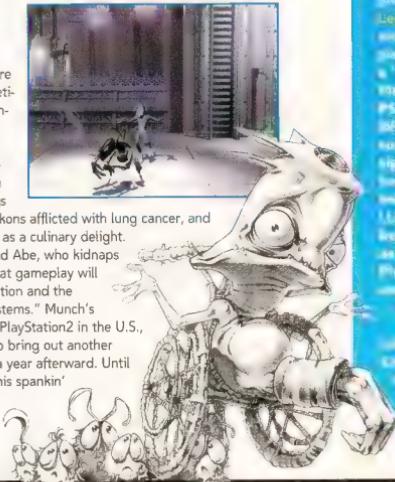


Golf Paradise

T&E Soft plans to release Golf Paradise at the PS2 launch in Japan. The game features a standard mode and a story mode, in which you raise a golfer up from amateur to pro. There are six types of topography, from forests to tropics to seaside, and you can even design your own courses.

Munch's Oddysee

The friendly folks at Oddworld Inhabitants have finally shown us what Munch will look like, and we're happy to say he's even more pathetically ugly than the lovable Abe himself. We're told that Munch is the last survivor of the Gabbit species, living in the animal testing department of a pharmaceutical research company. Apparently, Gabbit lungs served well as transplants for Gluklungs afflicted with lung cancer, and Gabbit eggs were in high demand as a culinary delight. Players will control both Munch and Abe, who kidnaps Munch early on. We're also told that gameplay will be "more focused on world simulation and the behaviors of characters and ecosystems." Munch's Oddysee is set to release with the PlayStation2 in the U.S., and Oddworld Inhabitants plans to bring out another game, The Hand of Odd, roughly a year afterward. Until then, though, feast your eyes on this spankin' new pic of Abe sneaking up on an unsuspecting Slig enjoying a leisurely smoke.



Choose Your Own Adventure

THE FACTS: RPG Maker may be coming to the U.S.
THE RUB: This story seems to have more twists and turns than an actual role-playing game. Here's the latest: After being shelved, RPG Maker was once

again suggested as a U.S. title by a source close to Agetec. When we later chatted with a spokesman, we were told that it's a good possibility, but it can't be confirmed at this time. Apparently, Agetec is still trying to determine if the U.S. market would support the title, based

somewhat on the sales numbers behind Fighter Maker. So here's what we say: Start sending e-mails and letters to Agetec and let them know you want the game. Then we might finally see it here.

Confused Souls

THE FACTS: Omikron's developer

PS2 News Roundup

- Few more games have been confirmed to launch along with the PS2 in Japan, including Square's *X-Fire*, *Idea Factory's* *Sky Surfer* (left) and *Namco's* *Ridge Racer 5*. We've also been told by a spokesman that *Konami's* *Kessen*, a *Dynasty* *Warrior*-style fighter, a mahjong title and an RPG, the first two will also be coming Stateside. *Symphony of Light* will be coming to the PS2. (Before you get too excited, that's Light, not Night—so all you Pennsylvania fans stop Pooching.) Developed by Climax, *Sol* is a one- to four-player RPG that was previously slated to appear on the Dreamcast. *Stormfront Studios* makers of *NASCAR* games for EA, among other titles, are working on a racing game and an RPG for the PS2. Early executives expect the RPG will be based on the *Advanced Dungeons & Dragons* license. A source at EA Soft said they're working on an PS2 title, one of which is rumored to be *Rayman 3*.
- The developers have opened their PS2 horizons through job postings. *Konami Games* (which does development work for Midway) is listing positions to work on the port of *Quantic Legend's* *Quantic Legend* to the Sony PlayStation. And *Virtual Heroes*, developer of *SHOGUN* *Everquest*, showed a want ad looking for programmers to work on a "realtime third-person 3D action game for the PlayStation" and *PS2*. *Sierra* will release a PS2 version of its *SimCity 3D* sound system. *Sierra's* interesting to us is the fact that consumer electronics manufacturers are already signing on to make add-ons for the PS2. *Katybox* partnered with *Sierra* to develop the sound system for the new PS2 to be released using 1.1.2.0, among other technologies. *Katybox* will begin selling PS2 in Japan as soon as February. Under the development name *PlayStation2 Music*, Sony will offer both hardware and software. It's not clear yet when *PlayStation2 Music* will become available in North America. *PlayStation2 Music* will be released in Japan, in Sony Computer Entertainment Japan's *PlayStation2 Music*. *PlayStation2 Music* should have 1.0.0.1. *Katybox* says power users like the PS2. We're waiting to see.



The Rub

plans to bring the game to the PlayStation2.

THE RUB: Here's an odd case of he said/she said. First, Eidos canned *Omkron: The Nomad Soul* for the current PlayStation because the system couldn't handle it. But then Quantic Dream, *Omkron's* developer, said on its

Blair Witch on the PlayStation?

In a strange bit of licensing, The Gathering of Developers has secured the exclusive rights to produce computer and video games based on *The Blair Witch Project*. While specific plans haven't been divulged, we do know that the Gathering will release games for at least one console system. (It's not a stretch to assume that console will be the PlayStation.) So why the Gathering? "We were looking for a creative partner who could not only make incredible games but take the story beyond a linear environment and further the quest for 'real' horror," said Rob Cowie, producer of *The Blair Witch Project*. The game will use the engine behind *Nocturne*, a 3D action horror game.



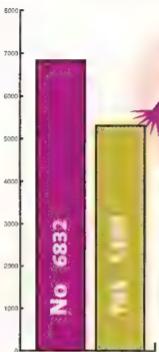
Quote of the Month

"Please keep in mind that the target audience for this game is 7-10-year-olds, although just about anyone not turned twisted and cynical by years of playing games will have a good time playing it."

—Dan Harnett, director of communications for GT Interactive, doing his darndest to make sure *40 Winks* gets a fair shake from reviewers. For our take on the game, turn to page 108.



Do you feel like the PlayStation is starting to show its age?



total number of votes: 12,141
poll taken by videogames.com
illustration by Wayne Vincent

The Rub

Web site that it plans to bring the game to the PS2. A quick call to an Eidos spokesman, though, revealed something different. While the spokesman wouldn't rule out a PS2 port, he noted that "we're seeing how the PC version sells before we make any decision."

Bring Over Baldur

THE FACTS: Interplay plans to release a version of Baldur's Gate for the PlayStation.

THE RUB: While some of us are really excited about playing this hit PC RPG on our PlayStations, we're also a bit apprehensive. Porting a PC role-playing game can be

quite difficult, especially if the developer doesn't take care to intelligently alter the interface and complexity of the game without dumbing it down. Still, if Interplay follows the example set by Electronic Arts with their port of *Diablo*, then we might be in for quite a treat.



10 things we think we think this month

1 Virtual Ocean will be one of the first PlayStation2 titles. Can't they come up with something a little more exciting, like maybe a Paint Drying Simulator?

2 Gauntlet Legends is being ported to the PlayStation2. Apparently Midway wants to make sure there's at least one bad game for the system right out of the gate.

3 T&E Soft is readying a PlayStation2 game called *Golf Paradise*. In the U.S., the game should be called *Palm Springs*.



4 The Lara renders get more... "interesting" with each new *Tom Raider* game. The new "young Lara" looks like someone beat her up out of a Keebler elf with a baseball bat.

5 Die Hard Trilogy 2 is the most ridiculous game name we've heard since the likes of *Irritating Stick*. And does that mean there will be three more *Die-Hard* movies?

6 Interplay's *Klingon Academy* has been killed. That day was a good day to die!

7 Fox Interactive will be releasing two *Simpsons* games for the PlayStation. Hopefully, they faithfully capture the series' decline.

8 Konami and ESPN have announced a partnership for future sports games. Chris Berman always has picked the underdog teams.

9 Sony expects sales from PS and related products to top \$1 billion for this holiday season. That's slightly higher than the GNP of most third-world countries.

10 The new *Quake 3* demo for the PC is amazing, and the PS2 is the only console machine that could handle it... (Get the hint, Activision?)

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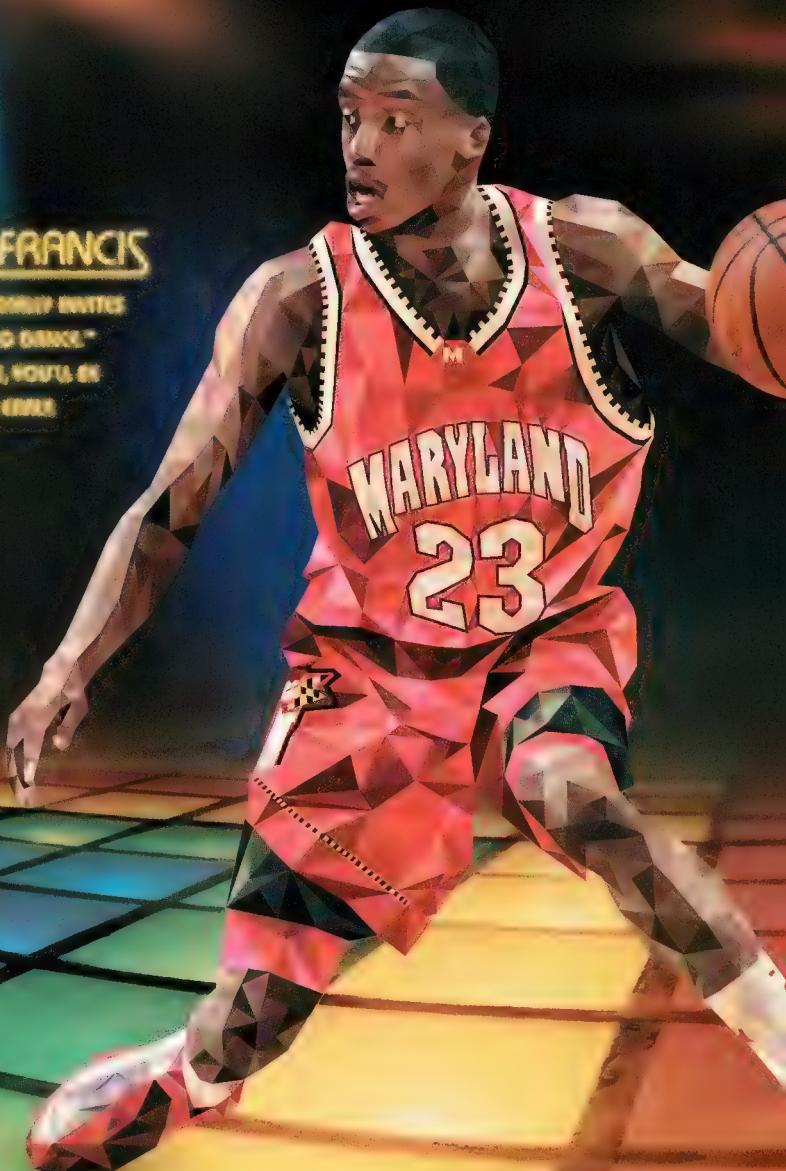


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Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers

namco

Presents

Top 10 Most Wanted

As compiled by our attractive, intelligent readers

Driver

1 PUBLISHER: GT LAST MONTH: 4 GENRE: ACTION RELEASE DATE: JUNE 1999
Road rage has never been so satisfying—especially when you know you're secretly working on the right side of the law.



Final Fantasy VIII

2 PUBLISHER: SQUARE EA LAST MONTH: 1 GENRE: RPG RELEASE DATE: SEPT. 1999
Maintaining a position near the top of the charts, FFVIII's dominance once again proves that RPGs have moved beyond the realm of greasy-haired nerds.



Tony Hawk's Pro Skater

3 PUBLISHER: ACTIVISION LAST MONTH: — GENRE: SPORTS RELEASE DATE: SEPT. 1999
We called it "the best skating game on any system, ever"—and judging by the sales numbers, many of you agree.



Madden NFL 2000

4 PUBLISHER: EA LAST MONTH: 2 GENRE: SPORTS RELEASE DATE: AUG. 1999
Madden gets older every year, but he's nowhere near retirement. And for that, PlayStation football fans certainly are grateful.



NASCAR 2000

5 PUBLISHER: EA LAST MONTH: — GENRE: RACING RELEASE DATE: SEPT. 1999
Zip around that track, and then do it again. And again. And again. And again... well, you get the point. Still, it's a whole lot of fun when it's done well.



Dino Crisis

PUBLISHER: CAPCOM LAST MONTH: 13 RELEASE DATE: SEPT. 1999



Gran Turismo

PUBLISHER: SONY CEA LAST MONTH: 3 RELEASE DATE: MAY 1998



Final Fantasy Anthology

PUBLISHER: SQUARE EA LAST MONTH: — RELEASE DATE: OCT. 1999



WCW Mayhem

PUBLISHER: EA LAST MONTH: 17 RELEASE DATE: SEPT. 1999



Spyro the Dragon

PUBLISHER: SONY CEA LAST MONTH: 6 RELEASE DATE: SEPT. 1998



Star Wars: Episode I-The Phantom Menace

PUBLISHER: LUCASARTS LAST MONTH: 9 RELEASE DATE: SEPT. 1999



NFL GameDay 2000

PUBLISHER: 989 STUDIOS LAST MONTH: 5 RELEASE DATE: AUG. 1999



Crash Bandicoot: Warped

PUBLISHER: SONY CEA LAST MONTH: 8 RELEASE DATE: NOV. 1998



Metal Gear: VR Missions

PUBLISHER: KONAMI LAST MONTH: — RELEASE DATE: OCT. 1999



Final Fantasy VII

PUBLISHER: SONY CEA LAST MONTH: 10 RELEASE DATE: AUG. 1997



NHL 2000

PUBLISHER: EA LAST MONTH: — RELEASE DATE: SEPT. 1999



NFL Blitz 2000

PUBLISHER: MIDWAY LAST MONTH: 14 RELEASE DATE: AUG. 1999



Championship Motocross

PUBLISHER: THQ LAST MONTH: — RELEASE DATE: SEPT. 1999



Frogger

PUBLISHER: HASBRO LAST MONTH: 19 RELEASE DATE: OCT. 1997



A Bug's Life

PUBLISHER: SONY CEA LAST MONTH: 12 RELEASE DATE: NOV. 1998



namco

Presents

Top 10 Most Wanted

As compiled by our attractive, intelligent readers

- 1 **Gran Turismo 2** You played it first on last month's demo disc. Now read even more about it in this issue.
- 2 **Medal of Honor** Who knew World War II grenade tossing sessions could be so much fun?
- 3 **Tomb Raider: Last Revelation** The younger she gets, the more all of you want her. Kinda sick, if you ask us.
- 4 **Resident Evil 3 Nemesis** Despite having a face that only a mutant mom can love, you still yearn for Nemesis.
- 5 **Fear Effect** Mix together survival horror, *Blade Runner* and anime, and you've got a potential sleeper hit.
- 6 **Tomorrow Never Dies** Sure, Bond's new movie is out, but you still want to relive his last adventure.
- 7 **Final Fantasy VIII** Everyone's been wanting this one for so long, we're surprised it hasn't sold out already.
- 8 **Dino Crisis** Extinct, my e\$\$—those dinosaurs are back and ready to rip us to shreds.
- 9 **Metal Gear: VR Missions** Despite those godawful TV commercials, you can't get enough of Solid Snake.
- 10 **Galloper Racer** Apparently our readers enjoy playing the ponies. Talk about a dark horse top 10 entry!

John S. Flowers

Our monthly contest winner's top five picks

- 1 **Dino Crisis** John's in for a world of prehistoric hurtin' in Capcom's prehistoric twist on survival horror.
- 2 **Legacy of Kain: Soul Reaver** Looks like John's got a thing for the chinless wonder, also known as Raziel.
- 3 **Omnikron** It's no longer coming to the current PlayStation, but it might appear on the PS2.
- 4 **Resident Evil 3 Nemesis** John's no survival horror slouch when it comes to choosing games!
- 5 **Fear Effect** Just wait until you get to the infamous "towel scenario"—you won't be disappointed.

Editors' Top 5

What we've been playing instead of working

- 1 **NBA Live 2000** With Michael Jordan's return, we can finally determine who's the greatest player of all time
- 2 **Tombal 2** Our pink-haired hero returns in full 3D, with enough mini-missions to keep us busy for months.
- 3 **MTV Music Generator** After turning his cube into a music studio, Joe serenaded us with his creations.
- 4 **Midway Arcade Party Pak** Playing Smash TV with two analog sticks made us all warm and fuzzy inside.
- 5 **Shadow Tower** Like staring at a train wreck, we can't stop fiddling with the horrendous two-player mode.

Send your votes for the Readers' 10 Most Wanted games to: Official PlayStation Magazine Attn: Readers' 10 Most Wanted, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail us at: dan.peluso@zcd.com or visit the OPM section on www.videogames.com

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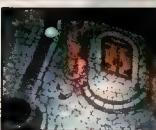
PlayStation

Callies

INFOGRAPHICS
E
CONTENT RATED BY
ESRB



Coming Soon



Galerians (top left), SaGa Frontier 2 (bottom left) and Chrono Cross (above).

January

	Ubi Soft	Sports
All Star Tennis	Ubisoft	Sports
Baldur's Gate	Interplay	RPG
CatDog: Saving Mean Bob	Hasbro Interactive	Action
Danger Girl	THQ	Action
Die Hard Trilogy 2	Fox	Action
Family Game Pack	The 3DO Company	Misc.
Jeremy McGrath 2000	Acclaim	Racing
Road Rash: Jailbreak	Electronic Arts	Racing
Softball	The 3DO Company	Sports
Tiger Woods PGA Golf 2000	EA Sports	Sports
Tomb Raider: The Last Revelation	Core Design	Action

Future Releases (cont.)

Base Masters: Cricket Tournament Edition	THQ	Sports
CART Racing	Midway	Racing
Championships: Motocross 2	THQ	Racing
Colony Wars: Red Star	Psygnosis	Action
Darkzone	Take 2 Interactive	RPG
Driver: 2	3D Interactive	Action
Evil Dead: Ash vs. Evil	THQ	Adventure
Galerians	UbiSoft	Action
Hot Shots Golf 2	Sony Computer	Sports
Hydro Thunder	Midway	Racing
Loch's Chieftain's Marksmanship	Microids	Action
KISS: Psycho Circus	Rockstar Games	Action
Lunar: Eternal Blue	Working Designs	RPG
Messiah	Interplay	Action
Mystique: The Curse	Activision	Adventure
Planets of the Apes	PlayStation Studios	Action
Railroad Tycoon 2	Rockstar Games	Strategy
RollCage: Off-Road	PlayStation	Racing
Spider-Man	PlayStation	Action
Tenace 2	Activision	Adventure
Teenage Mutant Ninja Turtles	PlayStation	Action
Unreal	3D Realms	Action
Wild Arms 2: Iron Soldier	PlayStation	RPG
X-Men	Activision	Fighting

February

Eagle One: Harrier Attack	Infogrames	Action
ESPN Major League Soccer	Konami	Sports
Konami Rally	Konami	Racing
NBA ShootOut 2000	989 Studios	Sports
Reel Fishing 2	Crave	Sports
Sim Theme Park	Electronic Arts	Strategy
Striker Pro 2000	Infogrames	Sports
Test Drive Cycles	Infogrames	Racing
Urban Chaos	Eidos	Action

Future Releases

Alien Resurrection	PlayStation	Action
Alundra 2	Activision	RPG
Arena Football League	Midway	Sports

SKIDMARKS.
THEY'RE NOT
JUST FOR
UNDERWEAR
ANYMORE.



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Once he gets behind
the wheel, things get ugly.



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Mess with him and
you'll get burned.

Spyro's back

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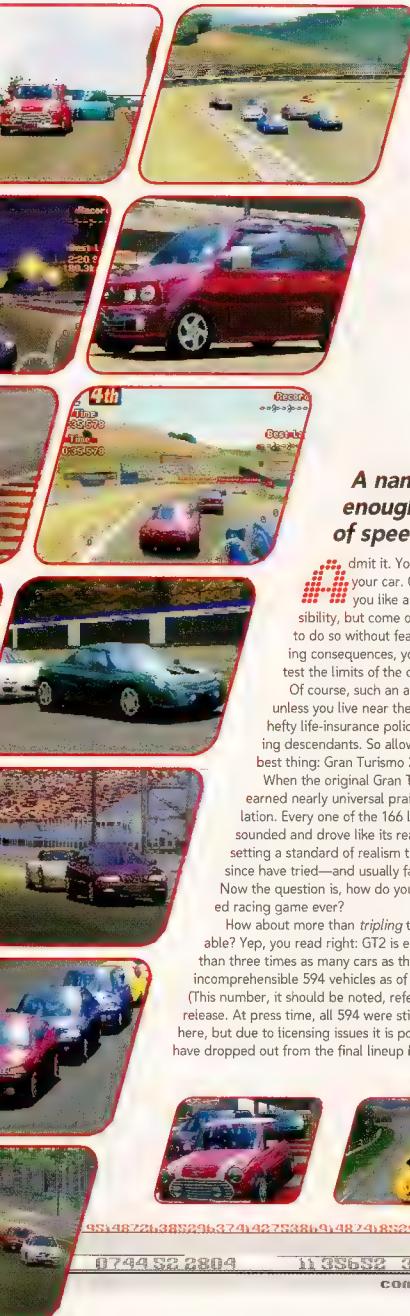
Introducing Omega Boost. Why go to all the trouble of being weightless if you can't blow up a bunch of space crap?



While the engineers at NASA might have been shortsighted, ours were not. They've put together a gravity-defying, medulla-blowing shooting game with a full 360 degrees of free-range motion. Translations: Now you have the ability, and the sophisticated weaponry, to annihilate alien warships with frightening speed and accuracy. All of which beats the hell out of adjusting some wing nut on the MIR Space Station. **Omega Boost, from the creators of Gran Turismo.**







GT2

GRAN TURISMO™



A name synonymous with racing quality. A game realistic enough to be mistaken for the real thing. 600 or so tons of speeding metal. All on one disc. GT2 has arrived.

Admit it. You'd like to get crazy with your car. Oh, you can say what you like about safety and responsibility, but come on. Given the opportunity to do so without fear of nasty life-threatening consequences, you'd love to go out and test the limits of the ol' jalopy.

Of course, such an action would be foolish unless you live near the Autobahn and carry a hefty life-insurance policy to console your grieving descendants. So allow us to present the next best thing: Gran Turismo 2.

When the original Gran Turismo was released, it earned nearly universal praise for its depth of simulation. Every one of the 166 licensed cars looked, sounded and drove like its real-world counterpart, setting a standard of realism that most racing titles since have tried—and usually failed—to live up to. Now the question is, how do you top the most respected racing game ever?

How about more than *tripling* the amount of cars available? Yep, you read right: GT2 is expected to feature more than three times as many cars as the original, an almost incomprehensible 594 vehicles as of the most recent update. (This number, it should be noted, refers to the Japanese release. At press time, all 594 were still expected to make it here, but due to licensing issues it is possible that a few may have dropped out from the final lineup before the U.S. release.

Check out the complete list on page 50.) And how about throwing in a much larger selection of American and European cars to lure even more domestic interest? Believe it or not (considering the original was the best-selling PlayStation title of 1998), the first GT was made with primarily the Japanese market in mind. So this time, classics like the '82 Corvette Stingray or the '71 Dodge Charger augment the mainly Japanese selection of vehicles.

And how about tossing in 18 new tracks, almost tripling the amount of courses? And while you're at it, throw in some courses based on real-world locations, like several set in downtown Seattle and one painstaking re-creation of California's infamous Laguna Seca Raceway.

Oh, and as long as you're adding courses, how about putting in some off-road rally-style tracks and the appropriate cars to go with them? That's right, you can now take your favorite car into the wilderness for the ultimate challenge. And believe us, if you thought the first GT was challenging, you ain't seen nothin' 'til you've tried out the lower-friction version! You'll need to learn to drive all over again if you want to do more than spin around in circles kicking up dust.

And why not add some even more recognizable musical talent to the soundtrack, including known songs from the likes of Beck, Soul Coughing, the Cardigans or Stone Temple Pilots? Now polish up the graphics so the game runs even more smoothly than the original, tweak the physics so the cars behave even more realistically, pick some new dynamic camera angles for the already gorgeous replay mode...

Get the feeling GT2 is going to be a significant improvement



96mm bore, 41mm stroke, contains four overhead camshafts

4939822638829637414278386948240882963683372491423786189626

49382783869487488

0744 52 2804

11 33552 34612 99

compression ratio of the 3.8-liter V-12 is 12.9:1



Both the cars and the scenery have been given a bit more graphical detail for GT2. And those babies never lose that just-pulled-out-of-the-showroom shine—even though you can now accumulate damage, which will gradually reduce your handling to almost zero.



over the original? We do, too. It's actually a bit ironic, considering how the original was said to push the system near its practical limits. Of course, adding a small town's worth of new vehicles doesn't really tax the processor, only the storage space. But there have been some noticeable adjustments made to the physics engine, which is another story.

In a recent interview with our sister magazine *Electronic Gaming Monthly*, Kazunori Yamauchi, president of developer Polyphony Digital, went into detail about the painstaking process of re-creating real-world car physics in a video game. When distilled down from the specialized talk, the bottom line is that the physics engine relies on a complicated series of mathematical formulas based on real statistics supplied by each of the different car manufacturers. Yamauchi offered one example: "If we have the car weight, a value for the weight balance between the front and the back half of the car,

tread width of the front and back tires, the length of the wheel base and overhang, and the characteristics of the tires' ground contact, we are able to reproduce the uniqueness of the handling for each car."

All it takes is one glimpse of the cars in GT2 leaning around a turn to illustrate the effectiveness of this painstaking process; even in the preview versions it was clear that the physics have been improved. You'll now see cars reacting far more realistically to extreme turns, for example, often going so far as to rock all the way up onto two wheels. This makes for some particularly spectacular replays, especially now that the replay mode has been enhanced with more dynamic camera positioning and movement.

Of course, Polyphony has revved up the challenge a bit. The game is set to include around 60 different license tests, as compared to the 24 in the original. Though many U.S. players complained

about the difficulty of the license tests, Yamauchi stated that he had gotten a great deal of positive feedback about the system. (We suspect that this is possibly due to the difference in playing styles between the different markets.) But if you were one of the many who were frustrated by the licensing process in the original, never fear: GT2 will allow you to import license data from the original game, granting you an equivalent license for the sequel, allowing access to all the appropriate tracks. Hope you still have your memory card.

Several other new additions and adjustments are expected, as well. For one thing, Yamauchi has confessed that he wasn't entirely happy with the driver AI in the previous game; expect more realistic competition in GT2, with the computer-controlled cars behaving more aggressively. For another, Namco's introduction of the JogCon has led Polyphony to plan support for the as-yet underused

controller, as well as for the slightly more popular NeGCon. And the Japanese version should have PocketStation support, as well—a special treat for all you intrepid import fans.

The bottom line is this: *Gran Turismo 2* is turning out to be far more than just more of the same. While the future of the series may lie in mainly updating the car and track selection (after making the graphical jump to PlayStation2, that is), at this point, at least, the game will boast a significant number of new features and careful refinements.

So it appears that, true to form, the makers of *Gran Turismo* have once again raised the standard by which racing games are judged. All that's left is for the rest of the video racing world to follow suit. And with GT2 serving as a template for racing titles as we move to the PlayStation2, there are sure to be a host of astonishing developments in the months ahead. We can't wait to see what's next.

0836 06 3084

71621514 7037393 99

3.8-liter V-12, 88.0-mm bore, 47.9-mm stroke

88S29b3741427S38691487408S29b36893724914227S618962918437S179269S148722638S24

30372

GT 2000

Considering the subject matter, we thought it appropriate to offer you a few more tantalizing glimpses of *Gran Turismo 2000* for the PlayStation2. What's interesting is that GT2K appears to share at least one track with GT2; add that to Polyphony's apparent satisfaction with the physics engine and it makes you wonder if GT2K might end up as more of a graphically enhanced update than an entirely new game. We'll make sure to keep you posted.



ALL THE TEAMS ALL THE DRIVERS

ALL THE TRACKS THE OFFICIAL 1999 F1 SEASON

FORMULA ONE 99



卷之三

more-realistic weather will influence players' choice of the components and sit-strategies.

Broad new racing engine terminates pop-up and switches to long straights without
intermediate turns.



卷之三

600 Cars!?

Well, almost: There are an unbelievable 594 cars planned for GT2. Here's the first list you'll see in any magazine with the U.S.-specific models. (Remember, though, that it's possible some models may drop between our press time and GT2's release.)

0-60 mph in 4.1 seconds
346 88 99

Alfa Romeo

145 2.0 CleoLeaf '98
155 2.0 TS 16v '98
155 Touring Car '95
156 2.0 TS 16v '98
156 2.0 TS 16v '98
156 2.0 TS 16v '98
166 2.5 V6 24v '98
166 3.0 V6 24v '98
GTV 2.0 TS '98
GTV 2.0 V6 24v '98
Spider 2.0 Ts '98

Aston Martin

D86

D87 Coupe

D87 Volante

V8 Vantage

Audi

A4 2.8 Quattro

A4 Touring Car

S3

TT

BMW

320i

323i Coupe

323i Compact

328i Coupe

328i Sedan

740i

840i Coupe

Chevrolet

Camaro SS '97

Camaro Z28 '97

Camaro Z28 30th Anniversary '95

Corvette 427 Stingray '69

Corvette C4 '96

Corvette Sport '96

Corvette Stegray '67, '82

Corvette ZR-1 '95

Chrysler

Phantom

Viper GTS-R Team Oreca '99

Citroën

Saxo VTR

Saxo VTR Kit Car

Xantia 3.0 V6 Exclusive

Xsara 1.8 16v Exclusive

Daihatsu

Midget D-Type

Mira TR (4wd) '90, '98

Mira V (4wd) '90, '98

Mira Aerowind Custom '98

Moxe CV '95

Move SR-X (2wd) '98

Move SR-X (4wd) '97, '98

Opel Astra (4wd) '98

Opel Calibra (2wd) '97

Opel Calibra (4wd) '97

Opel Calibra (4wd) '97

Opel Calibra (4wd) '98

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Pre-Playability January

Developer Whoopiee Camp

Publisher Sony CEA

GRB www.playstation.com



Tomba! 2

Something old, something new, something borrowed, something...pink?



OK, so the minecart racing mini-game (above) isn't exactly the most original idea—it's still hella fun to play.

A lot of people didn't know quite what to make of the original Tomba! when it was released two years ago. Part action game, part RPG, part platformer, in some ways it looked and played like classic 16-bit favorites, but at the same time it was unique and odd unlike any other game before it. The sequel, Tomba! 2: The Evil Swine Return, continues that same enigmatic tradition, but with an all-new look and enough gameplay tweaks and additions to set it apart.

From the very first scene in Tomba! 2, where the camera swoops and pans around a small fishing village, you can't help but notice the huge leap forward the graphics have taken. Where the first game used flat sprites for all the characters and a combination of both 2D and 3D for different objects and backgrounds, in the sequel everything is made of poly-

gons, right down to Tomba's trademark hot-pink afro. Old-school puritans may frown on the move away from 2D, but it works great here; not only does it look better, with the camera constantly moving around to follow the action, but also the environments feel less like separate side-scrolling levels and more like part of one huge, complete world. Most of your movement is still restricted to a single plane (you can move left, right, up or down only) with other paths branching off into or out of the screen every so often, but there are also now new open-air sections, where you can explore with full freedom of movement.

Unlike the graphics, the gameplay adjustments in Tomba! 2 are more subtle. There's still plenty of old-fashioned platformer jumping, swinging, attacking enemies and the like, and

there's still a ton of mini-quests to complete—find a bucket, then fill it with water, then give it to a man, then take what he gives you to another man, then use that item at a special area, and so on. But not far into the game you'll discover some substantial new features—like the different costumes Tomba can wear throughout the game (see sidebar). Each one grants him special powers (longer jumps, the ability to climb ice, etc.) that he will need to complete tasks and open new areas.

Tomba! 2 also incorporates all three

dimensions it now uses for its graphics into the puzzles and levels in ways that weren't even possible

with the first game's engine.

Tomba! fans everywhere, and fans of action/platform games in general, shouldn't be disappointed when

Tomba! 2 ships early next year.



Here's one of the new full freedom of movement sections (top), notice the map to help keep you from getting lost. The branching single plane paths (the two arrows in the lower screen) are much more common.

He's too sexy for his shirt

That hair, those muscles, the angry scowl, the one-word vocabulary—Tomba was born to model and he knows it; here he gives us a taste of his upcoming exclusive wardrobe featured in Tomba! 2. Work it girl!

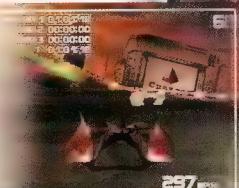


The traditional torn shorts look is simplicity itself—a classic, natural style that lets Tomba dash, jump and attack normally. Equally perfect for at home or out beating on pigs.

Heads up ladies! This custom bird suit gives Tomba wings in the air to increase his jumping distance and hang time. It's up, up and a-way too stylish not to be noticed!

Fur may be murder, but if looks could kill Tomba would be death himself in this squirrel suit: lovely blue claws let him climb on ice, a warm interior lining prevents damage from the cold, and flaps under the arms provide gentle gliding down from jumps.

GUT CHECK



DRIVE SLEEK TRI-POD VEHICLES AT INSANE SPEEDS OF OVER 400MPH ON STATE-OF-THE-ART MAGNO-KINETIC RAILS.

RACE UPSIDE DOWN OR ON THE SIDE OF 360° MULTI-DIMENSIONAL TRACKS. INCLUDES CORKSCREWS, JUMPS, LOOPS, HIGH VERTICAL TUNNELS AND OTHER HAIR-RAISING ELEMENTS WHERE YOU CONTROL THE GRAVITY FACTOR.

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Theme: Action
of Players: 1

Availability: February
Developer: n-Space

Publisher: Fox Interactive
URL: www.foxinteractive.com



Die Hard Trilogy 2: Viva Las Vegas

John McClane blasts his way through Sin City in this long-awaited sequel



You've got a prison, showgirls, high-speed chases, mindless violence, eye-flying special effects and a load of bad one-liners. It's like three Paul Verhoeven films rolled up into one!

First, he shut down terrorists in a sortie of towering proportions. Later, he single-handedly thwarted the dastardly plans of gung-ho airport hijackers. As an encore, he took on a mad bomber out to heist the U.S. gold supply. After action like that, Detective John McClane was sure to hit a lull. How much worse could things possibly get?

Much to his misfortune, and to PlayStation "Die Hard" fans' delight, life is one again about to take another turn for the worse. A sojourn to the city that never sleeps—Las Vegas—to see an old friend established as the head of a new maximum-security penitentiary goes terribly awry when a notorious group of inmates takes control of the prison, and then takes the battle to the neon-lit streets of the city proper. And, once again, our roguish hero must lock and load his trusty .38 to bring these hardcore thugs down.

As with the previous Die Hard Trilogy, the second installment ostensibly features three games in one: a third-person action title, a first-person railed shooter and a free-range driving-combat game. This time, however, a full-fledged cinematic Story Mode ties these somewhat disparate elements together, following John McClane's exploits and utilizing a particular game mode when the plot calls for it. Of course,

if you preferred the stand-alone modes of the original, the Arcade Mode will let you play all the levels of a given type in order, uninterrupted.

As expected, the graphics are quite a bit snappier this time around, with each one of the three game styles sporting visuals that are among the best in their respective genres. Especially impressive is the redone action mode, which shares more in common with third-person stealth titles like Syphon Filter than the generic action of the first Trilogy. In fact, this mode alone, with its surprisingly solid graphics and unusually good enemy AI, is good enough at this stage to be a game unto itself. Thankfully, the shooting game (which is compatible with the GunCon and most other third-party light guns) is also incredibly polished, and the driving title has been cleaned up quite a bit as well. The plot is progressed by FMV sequences, voiced by a suite of appropriately-chosen celebrity sound-alikes.

The first Die Hard Trilogy 2 was a huge hit for Fox Interactive, and Die Hard Trilogy has all the marks of great sequel design—better graphics, deeper play and the same fundamental formula for gameplay that made the original such a die-hard success. Even John McClane himself couldn't make this title bomb.

Die Hard Trilogy Two Part One (Super Ex Plus Championship Alpha 2K)

Of the three game "genres" included in Die Hard Trilogy 2, the first game—the action shooter—is the most dramatically improved (and for the better). The almost Gauntlet-esque generic run-and-gun action from the first Trilogy is gone, replaced with an extremely slick third-person stealth action shooter that looks better than most of the similar games out there. Pretty to look at, and featuring a real cinematic sensibility, this game is no half-arsed market cash-in. On the other hand, the second two game types—the railed first-person shooting and the free-field demolition driving—are significantly altered in terms of play approach, but it is worth noting that they are quite a bit prettier and still as fun as ever. Forty or so bucks for three games that could lock down shelf space by themselves—that's a pretty peachy deal.



SNOWBOARDING ETIQUETTE

with Steve

SPONSORED BY COOL BOARDERS 4



YOUR GUESTS SHOULD STAY IN COMFORT.
NO MORE THAN 8 TO A ROOM.



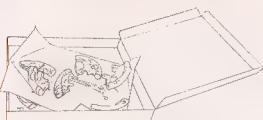
Many experts say that ten or twelve guests in a room is completely acceptable, but in my experience, a good host will cap it at eight. Your guests' needs should always be top of mind. Offer up a thigh for a pillow, or if you have a toothbrush, share it.



DON'T LITTER
THE MOUNTAIN
WITH UNNECESSARY
TISSUES



DISCARDED PIZZA CRUSTS
are great for
EARLY MORNING CARBS.



Another great energy source is the #1 snowboarding game, Cool Boarders 4. Make your soul patch tingle with new tweaked out grabs and tricks like method-melons and hand plants. 16 pros including Jim Rippey, Shaun White and J.P. Walker tear it up on 30 new courses riddled with short cuts, kickers and rail slides. One to four riders can choose from 34 boards by 9 top companies, or customize their own. Please friend, have a lovely shred.



As you jump through a boxcar, don't stare at the hobos. They're people too.



When crossing a road, share a good moon with a family. Preferably one in a minivan.



In the heat of competition, show no etiquette. Losers never get the honeys.



www.989studios.com

EXPLORE THE FREAK WITHIN

Theme: RPG
 # of Players: 1
 Availability: February
 Developer: Square
 Publisher: Square EA
 URL: www.squaresoft.com



SaGa Frontier 2

Square goes back to the drawing board with a SaGa Frontier sequel



8 SaGa Frontier 2's actual number within the SaGa series. Other games from the series include Final Fantasy Legend 1-3 for Game Boy and Japan's Romancing SaGa 1-3.

I'd be a wee bit of an understatement to say that SaGa Frontier disappointed American RPG fans. Many scornfully dismissed it as little better than the tragic Beyond the Beyond. Why such contempt? For starters, players chose from seven unremarkable characters and followed them separately through uninspired, tedious storylines strung together with confusing quests. Gamers had clamored for non-linear plots for years, and quickly came to regret it.

Abandoning SaGa Frontier's Free Scenario System as a failed attempt, Square has returned to its Romancing SaGa roots in the sequel, with promising results. Non-linearity remains to a degree: Like the Romancing SaGa series, the player progresses through story and dungeon events by selecting locations and dates on a parchment map. Think of it as reading an interactive, historical biography, but having the

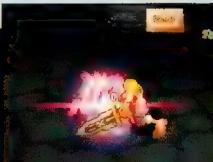
option to relax and read up on another character after each chapter is completed. Some chapters are brief two-minute affairs, while others will require much more time to complete. While there are always several scenarios from which to choose, players aren't likely to feel lost or overwhelmed as in the first SaGa Frontier.

After the player chooses between either Gustave XIII or Wil Knights, the story begins in your typical medieval RPG world. At the age of seven, the young prince Gustave is found to lack "Anima," the power to cast spells shared by all of the kingdom's citizens. Disgusted by his son's apparent inferiority, the king exiles Gustave from the land, but Gustave returns years later to regain control via political intrigue. Overall, the plot feels quite similar to Final Fantasy Tactics. Wil, on the other hand, is a common Quell digger who sets out for adventure like his father

before him. Wil attempts to discover the truth behind his father's death, and his story eventually intertwines with Gustave's. Other supporting characters also enter the player's control for brief periods of time.

Apart from the scenario selection system, the actual gameplay engine remains faithful to SaGa Frontier. Experience points aren't used; instead, stats are upgraded at the end of battles, and special attacks are learned after the repeated use of a single weapon. Up to four characters can chain their attacks together to unleash devastating combos. The Life Point/Weapon Point/Spell Point system also returns, this time allowing you to use one LP to restore hit points at the beginning of combat.

SaGa Frontier 2 appears to fix most of the issues that plagued the first SaGa Frontier, while adding gorgeous visuals and a truly varied battle engine. Check back next issue for a full review of Square's latest RPG.



Dish Out the Pain and Suffering Three Different Ways

SaGa Frontier 2 introduces three different battle modes for use throughout the game: Team, Duel and Strategic. Players are given the option between Team and Duel modes at the beginning of every battle—Team battles use the same traditional RPG battle engine players are accustomed to, while the Duel mode pits a selected party member one-on-one against an enemy, with more precise combat commands such as "Feint," "Slash" and "Charge" available. Finally, strategic battles are used for army-versus-army situations—like Ogre Battle, you move troop squads about the battlefield and enter a standard Team battle when two units meet.

Watercolor Backdrops



Without even a hint of CG this or Z-buffering—that, SaGa Frontier 2 contains some of the most stunningly beautiful eye candy to date. Every single sprite and backdrop has been exquisitely hand-painted with watercolors; it's like stepping into a fantasy storybook. Even these screenshots don't do the visuals justice.





Sweet Tooth's back—and in charge of the original car combat freakshow. Twisted Metal 4. With new interactive battlegrounds, *wicked* characters, innovative weapons, killer graphics, a hell-raising soundtrack, car customization and best of all, Sweet Tooth's *evil* henchmen, *Man*, as if clowns weren't scary enough.



www.989studios.com



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Crusaders of Might & Magic



Might. Magic. Heroism. This is the sort of stuff fantasy literature and games are made of, along with villains whose names have more consonants than an Eastern European country and worlds permanently affixed with a Middle Ages ambience. You've got the knights, all shiny in their polished armor. You've got evil sorceresses who hold a love of the undead and a hatred of clothing. You've got heroes with

more pectoral muscles than Jay Leno has geriatric viewers. You've got a dragon bigger and badder than anything (save Texas). When all these conditions are met, you've got high fantasy.

Crusaders of Might & Magic, an action-styled RPG from New World Computing and 3DO, definitely takes its cue from the genre, as it features as much sword-slinging, armor-plated goodness as any good Tolkien fan could hope for. As the avenging young hero Drake, you'll need both might and magic as you tackle the Legion of the Fallen after they so callously turn your home into a village-sized pit barbecue. With sword in hand and spells at ready, you'll trek through massive 3D environments and fight a variety of fiendish foes, unraveling an evil

plot that threatens the very world. Fortunately, New World's 3D engine is up to the task of delivering the fantastic visuals we've come to expect, with surprisingly detailed enemies, massive bosses and magic effects that might even make ol' Gandalf look twice. Best of all, it isn't just hack-and-slash; you'll interact with a variety of characters, both good and evil, and explore some of the most intricate levels this side of Tomb Raider.

It's no secret that the PlayStation has needed an epic third-person fantasy adventure in the Zelda vein, and 3DO hopes to deliver with Crusaders. Would-be heroes and heroines should keep their swords polished and their codpieces buckled for when this title flashes onto shelves next year.

Theme: Adventure

of Players: 1

Availability: December

Developer: New World Computing

Publisher: 3DO

URL: www.3do.com



Galerians

Theme: Adventure

of Players: 1

Availability: Q1 2000

Developer: Polygon Magic/ASCII

Publisher: Crave

URL: www.craveworld.com



Ah, such a difficult decision: Do we toast Mr. Security Guard to a charcoal crisp, or do we simply explode all of his internals in a violent hemorrhage of psychokinetic energy? Looks like we'll be having a barbecue this time.



What would you do if you woke up one fine afternoon strapped to a chair with needles poking the softer bits of your head and no real recollection of who you are? Moments later, you discover you have immense psychic abilities, developed and toned through the application of complex drugs by a bunch of science types with too much time on their hands.

If you're Rion, the androgynous-looking young hero of Crave's forthcoming adventure title, Galerians, you teach the world a lesson it won't soon forget. Unfortunately for Rion, the reason for his biological and psychological manipulation is but the

tip of a very, very large iceberg—evil forces have plans that could threaten our happy human existences collectively, and they have plans for our protagonist that he isn't gonna like.

As Rion, you'll traverse through a future Earth and through the minds of some very twisted people. Fortunately for us mortals, Polygon Magic has done a pretty snappy job of dressing up Rion's twisted reality, using a glossy engine that combines pre-rendered backgrounds and polygon characters, Resident Evil-style. You'll command a wide variety of psychic abilities and explore some rather freakish worlds both outside and inside

Rion's mind as the epic quest unfolds, all of which are pleasantly unorthodox.

If you're a fan of adventure titles, and are looking for something a little deeper than a tale of evil zombies run amuck, the doctor is in. Galerians is a prescription for stylish horror that fans of the game definitely won't mind swallowing.

Between a Sinister World of Shadow
And a Dangerous Dimension of Fantasy
Lies a Twisted Battle for Reality

SILHOUETTE MIRAGE



RP

UNPUBLISHED
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ESRB

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WORKING DESIGN

Supercross 2000

Theme: Racing
of Players: 1-2
Availability: Q4 1999
Developer: MBL Research
Publisher: Electronic Arts
URL: www.ea.com



Supercross fans have a lot to cheer about this winter. Not only is 989 Studios prepping a strong entry into this previously neglected racing subgenre, but now EA is set to release their impressive and extremely expansive video-game version of this brutal motorcycle-based sport.

Here's the short version for eager fans: 25 licensed top-name supercross and freestyle racers; 20 or so tracks modeled after their real-life supercross counterparts; a full-fledged

simulation mode that allows you to develop a rider and take him through an actual supercross season; realistic physics; and tracks that degrade, forming ruts and grooves, as you and your competitors raze them with your two-wheeled beasts. Sound good? On top of all that, EA Sports has taken their cue from other racing titles out there, and incorporated a trick engine that allows you to perform stunts and flaunt your mad motorbike-handling skills. Meld that with a rock-solid frame-

rate, a trick-only jump-off mode and plenty of two-player action, and you have a tough competitor for the trophy (and the dollars of racing fans everywhere) in this year's supercross sim competition.

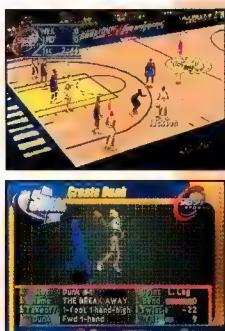
With stunt gurus Mike Metzger and Brian Deegan lending their know-how to the development of this title, and as many play modes as your average supercross jockey has spinal injuries, Supercross 2000 could be the game dirtbike fans have been waiting for.

Dirty Comments

One of the more amusing aspects of Supercross 2000 is the running commentary by supercross announcer David Bailey (and sidekick). It adds quite a bit to the overall immersion to hear him wryly detail the antics of other dirtbike superstars as they founder in the mud behind you—or in front of you, if you mistime that jump. Ouch.

NBA ShootOut 2000

Theme: Sports
of Players: 1-8
Availability: January
Developer: 989 Sports
Publisher: 989 Sports
URL: www.989sports.com



The Create-A-Dunk mode lets you Be Like Mike.

Due to last season's NBA strike, the team at 989 Sports decided it would be best to hold off on the 1999 installment of ShootOut. Consequently, they've had an extra year of development time for their millennial hoops offering, NBA ShootOut 2000. As is customary in the genre, this year's version boasts a whole slew of improvements and upgrades. The game's graphics engine has been rebuilt from the ground up, resulting in crisp visuals and players that are proportional to their real-life counterparts. There are

also some new player animations, like no-look passes, drop steps and finger rolls. All the requisite modes of play are here: Exhibition, Season, Playoffs and Franchise. One of the cooler new features is Create-A-Dunk. You can choose the type of takeoff, one-hand or two-hand finish, and the angle at which the player's joints bend. ShootOut 2000 also allows you to create your very own NBA star. Attribute points can be dispersed to make your player a dominating defender or a threat from three-point land.

The biggest problem might

come in the department that is being emphasized by 989, the player AI. As of now, it needs a lot of tweaking. Some notable lowlights include passing the ball out of bounds, taking shots from half-court in the middle of the game, and inbounding the ball off the backboard (all of these problems occurred on the highest difficulty setting).

Right now, it's hard to judge if the extra year has been put to good use or not. The game sure does look nice, but the AI problems may keep 989 from beating the competition.

The Most talked-about

Most satisfying

Most magical

Most romantic

Most engrossing

Most interesting

Most recommended

RPG of 1999

Will gain one final title on
January 1, 2000:

Most hard

On that day, sales to retail of LUNAR: Silver Star Story for the PlayStation® game our expectations, and being the mentally-challenged non-MBA gaming-types we that know what's up have already bought the game anyway. Had the experien stuff right now, laughing at the ignoramus (or is that ignorami? We never can't keep this game at least a LITTLE bit of a secret and make the penny-pinchers realize what a terrible mistake they've made?"

So, if you think that passing on the "Ghaleon Experience" has something to do case, about all we can offer you by way of consolation is "Ignorance is Bliss. Keep. You're not worthy. And don't count on your momma savin' your sorry butt with bread and kool-aid. Bon Appetit!"

will cease. Forever. The end. Omega-time. Sales have far exceeded thought it would be kind of cool to say "Enough! All the cool people probably listening to the free soundtrack and fondling the other free member...) who still call anime 'that freaky Speed Racer stuff.' Why not haven't bought it yet end up paying too much on eBay™ when they

boating Spanish doo-dads, you're definitely missing the boat. In that damned tainted burger-emporium-earned money, you freaking spaz. Some foresight, 'cuz she already spent the family dough on wunder

"...one of this year's



LUNAR

SILVER STAR STORY

COMPLETE

"...a must buy for RPGers!"

EGM

"...wonderfully illustrated in a pure anime style."

PSM

"...a huge epic quest..."

Official U.S. PlayStation Magazine

"...a godsend."

Gamers' Republic



must-play RPGs." — EGM



An Epic Adventure
A Timeless Romance
An Instant Classic



★ **Four Disc Collector's Edition!**

*Includes: 2 Game CDs, 1 Music CD,
and 1 Exclusive "Making of LUNAR" CD!*



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Our games go to 11!

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BattleTanx: Global Assault

Battle through 40 levels in a struggle to stay alive in a postapocalyptic world. There are also 30 multiplayer arenas, a campaign mode and 13 different tanks to choose from.



Theme Action

Publisher 300

of Players 1-2

Developer 300

URL: www.3do.com

South Park Rally

Maybe the third time will be the charm for Acclaim with South Park games. Hot on the heels of two less-than-mediocre South Park titles comes Rally, a cart racer that focuses as much on combat, interaction and objectives as it does on racing itself.



Theme Racing

Publisher Acclaim

of Players 1-2

Developer Tantalus

URL: www.acclaim.com



Chocobo's Dungeon 2

See Chocobo. See Chocobo's pal Mog. See Chocobo and Mog hunt for treasure in randomly generated dungeons. Watch out for that nasty Tonberry, Chocoeel Oh, look—here comes cranky old Cid to help save the day...er, you get the point. Think of Chocobo's Dungeon 2 as "RPG light," with simple real-time combat, a two-player mode and super-cute versions of all your favorite characters from the Final Fantasy universe. We'll have a full review of the game next month.

Theme RPG Publisher Square EA

of Players 1-2 Developer Square

URL: www.squaresoft.com

Romance of the Three Kingdoms VI

Koei's latest chapter in its long-running historical strategy/war simulation series allows players to once again manage and direct an ancient Chinese fiefdom while interacting with 600 different characters and fighting battles using historical weaponry.

Theme Strategy Publisher Koei

of Players 1-8 Developer Koei

URL: www.koeigames.com



Armored Core: Master of Arena

For many mech combat fans, the Armored Core series is the pinnacle of this genre on the PlayStation. The latest installment,

Master of Arena, allows for even greater customization of your armored core unit, with 170 different parts and weapons. As a mercenary, you'll face numerous enemies in 19 new missions. You can even use your saved ACs from the earlier games, and pit them against friends or the CPU in more than 20 arenas.

Theme Action Publisher Agete

of Players 1-2 Developer From Soft.

URL: www.agete.com

Armorines

Throw on a nuclear-powered armor suit and blast away at alien parasites (otherwise known as really big bugs) in this first-person shooter from Acclaim. Think of it as Turok, but with insects instead of dinosaurs. Armorines promises a high level of interaction with the varied environments, as well as dozens of unique, intelligent enemies. Plus, you can enlist a buddy to help you save the world in the game's two-player co-op mode.



Theme Action

Publisher Acclaim

of Players 1-2

Developer Iguana

URL: www.acclaim.com

Runabout 2

Climax's follow-up to *Felony 11-79*, *Runabout 2* places you in the role of a courier delivering packages of God-knows-what.

Gameplay consists of finding the quickest route, taking necessary shortcuts through buildings and plazas, and avoiding rivals en route to completing your mission. With dozens of vehicles (many of them hidden) and multiple story lines, *Runabout 2* looks to add a few new twists to the formula set forth by its predecessor.



Lego Racers

Legomaniacs, rejoice! Now there's a *PlayStation* game all your own. *Lego Racers* lets you build your own carts brick by brick, then race them on a dozen tracks straight out of the different *Lego* playsets. Aimed squarely at younger gamers, *Lego Racers* features a variety of power-ups, weapons, shortcuts and other standard cart-racing fare. You can even alter your car's physics depending on how you build it.



Theme Racing

Publisher Lego Media

of Players 1-2

Developer High Voltage

URL: www.legomedia.com



Deception III

Deception III continues the dark, gritty and deliciously degenerate gameplay found in Tecmo's prior two installments in the series. While the graphics still seem a step behind the current generation of games, they're significantly sharper than those in *Deception II*. The game's basic structure remains the same, though—set traps aimed at crushing unsuspecting foes. The better the setup, the more points you earn toward building stronger, more devious traps.



Theme Strategy

Publisher Tecmo

of Players 1

Developer Tecmo

URL: www.tecmoinc.com

Road Rash: Jailbreak

Join Spaz and his sidekick Punt in a series of bone-crunching motorcycle combat races. Or gather three other players and beat each other silly in the new Sidecar Mode.



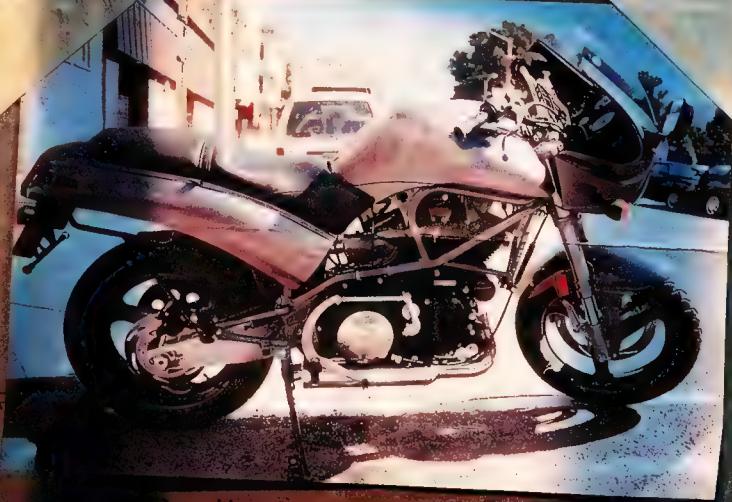
Theme Action

Publisher Electronic Arts

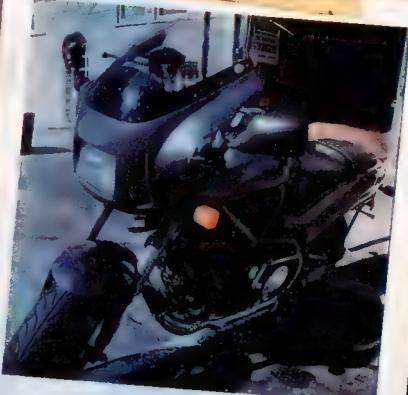
of Players 1-4

Developer Electronic Arts

URL: www.ea.com



**NOTHING HURTS WORSE
THAN BEING SEPARATED
FROM THE ONE YOU LOVE**



And only you can reunite them by taking on
rival gangs as well as the boys
your buddy out of the hospital. Head to the
highways with the Rockin' Sidecar
or switch sides and roll with the
new Five-O Mode. And while rockin'
latest soundtrack of the year, you
just remember to keep your
the pavement.

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Chrono Trigger

Now Square

Similar to the rereleased versions of Final Fantasy IV, V and VI, Chrono Trigger for the PlayStation is an exact port of the classic Super Nintendo RPG (i.e. no graphical enhancements or gameplay tweaks), but with all-new video sequences interspersed



throughout the game. These bonus animated sections, handled by Akira Toriyama (the famous character designer for Chrono Trigger) and his Bird Studio, look fantastic and bring many of the game's most famous scenes to life.

Chrono fans should take note: The new animated ending for the PlayStation version features a couple of interesting twists that weren't in the original SNES game, which help tie in Chrono Trigger with its sequel, Chrono Cross, which was released just this month in Japan. Sadly, U.S. gamers may never see these aftertreats, as Square EA currently has no plans to release Chrono Trigger in the U.S. If you're like us, and you want to see this classic brought back to life on the PS here, drop Square a line, and let your voice be heard!



Dew Prism

Square

Square's latest Japanese release actually bears a strong resemblance to their other PlayStation action/RPG Brave Fencer Musashi. The characters all have the same exaggerated cartoonish look to them, graphics are colorful, crisp and fully 3D, and the story has the

same lighthearted feel and slapstick sight gags.

Where the major differences come in is gameplay. At the start of Dew Prism you choose between one of two heroes to control, and your decision not only affects the story line (which is generally the same but branches off at different parts), but also how the game

itself plays. If you choose the young girl, Mint, you have the ability to cast spells but if you choose the boy, Lou, you can transform into defeated monsters. Each different race of monster has its own unique moves and abilities, which you have to use to solve puzzles and make it to new areas. It's not quite two whole games in one, but it's much more than you usually get—let's call it one and a half games in one.

Square EA already has plans to release Dew Prism stateside sometime in 2000, so expect coverage of the U.S. version soon.

Theme Action/RPG # of Players 1
Availability Now Developer Square

Dragon Valor

Namco

We finally got our hands on a playable demo of Namco's big action/RPG at the last Tokyo Game Show and what we saw definitely showed potential. The controls were especially impressive—your

character can attack in a couple different ways, duck, dash, jump, cast spells and even block missiles using his shield. Part of the game also has a platformer feel, like jumping between stone slabs that rise and lower over lava or avoiding sprouting spike traps. Combat is real-time, of course, with enemy life bars appearing on the screen as they're hit and defeated monsters dropping money and other items.

Dragon Valor has been announced for the U.S. but no date has been set—look for more on this one in the next few months.



Theme Action/RPG # of Players 1
Availability Now Developer Namco

KICK
SOME
VIRTUAL
BUTT



Compose a strategy
in the training mode



Compete with actual
K-1 fighters



Kick some tail in four
different modes

K-1 GRAND PRIX

K-1 Combines Karate, Kenpo, Kickboxing
and Kung-Fu in a Single Class Competition.

The new millennium brings a new breed of K-1 tournaments.
K-1 Grand Prix offers more realism, more options and more
challenge than any other game of its kind.



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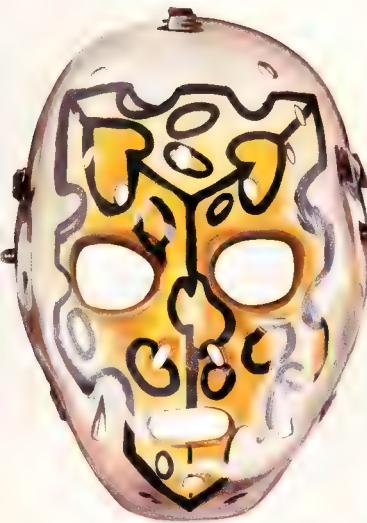
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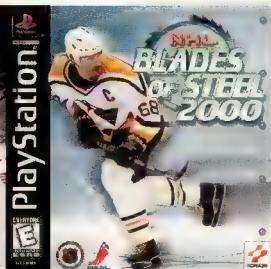
Jaromir Jagr: Humbling goalies since 1990.

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Textbook Hockey AI

NEW Player Graphics





Chaos. Destruction. Halted Gordita production. All of this could happen when **the** year 2000 arrives. But before you crawl into the safest **end** of your Y2K bunker to wait out the fall **of** civilization as we know it, you should consider that **the** greatest danger will not be that of the **world** being decimated by war or famine, but rather of apocalyptic boredom. The best way to ensure that you and your loved ones have the entertainment necessary for **survival** is to stock the best PlayStation gifts to go with your canned rations and portable generators. So let us **guide** you into the next millennium, or what little we'll get to see of it, with our choices for your best—and possibly last—shopping spree.

Adventure

Let's face it: Chances are you may spend the next few months in a cinder block room. Here are a few suggestions to help take you away from it all.

It's a romantic idea, but you wouldn't last long with just your PlayStation and a collection of the best games and peripherals (trust us, we've tried it—here's seven other essentials to ensure you a long and happy life in your post-Y2K underground gaming bunker.)

1 Generator

An electric generator is a must for your Y2K shelter—you'll need one with at least enough juice to power your PlayStation and TV. Oh, and you could also use it for other extras like heaters and hotplates, if you're into food and warmth and that kinda stuff.



Metal Gear Solid



If you have to choose just one game to take you into the drab postapocalyptic world, you can't do much better than Metal Gear Solid. We didn't make it our 1998 Game of the Year for nothing: A solid, intriguing and sometimes humorous story line (with topnotch voice acting, even, so you can hear voices other than your own in the long days ahead) is complemented by deep, multifaceted stealth gameplay. And after you beat the game you can spend endless hours shaving seconds off your time in the VR Training mode. Plus, it hones your stealth skills if you ever need to sneak into a well-guarded food-storage facility.

Castlevania SOTN



Follow the sordid tale of the Belmonts through the ages as you battle the reborn forces of vampiric evil. If you're looking for an expertly updated incarnation of the classic series, Symphony of the Night is your cup of tea (or blood, depending on your tastes): The game takes the side-scrolling, platform-style adventure of the old-school Castlevanias and infuses it with topnotch sprite-based graphics, a beautiful soundtrack and lots of gorgeous special effects. If you hated the older games, it's not likely that Symphony of the Night will convert you—but if you hated the older games, what are you doing playing games anyway, huh?



Legacy of Kain: Soul Reaver



Soul Reaver's jaw-dropping graphics, cinematic presentation, unparalleled voice work and slightly twisted story make for a very interesting package overall. It's a lengthy, intriguing quest with a solid assortment of puzzles, which translates into a nicely satisfying gameplay experience. Sure, the ending may seem a bit abrupt, but it just leaves more to the imagination once the game is finished. And finishing is a task that should take awhile, especially if you're planning on hunting down each and every secret. And the game is so beautiful just to look at that you'll be happy to put in the extra hours.

other notable games

ADVENTURE

RESIDENT EVIL 2
1 Player • Capcom

Resident Evil 2 Dual Shock
1 Player • Capcom

RIVEN The Sequel to Myst
1 Player • Acclaim

Tomb Raider 2
1 Player • Eidos

Broken Sword
1 Player • Electronic Arts

OPM Rating



Dino Crisis

1 Player • Capcom

Heart of Darkness
1 Player • Interplay

MediEvil
1 Player • SCEA

Silent Hill
1 Player • Konami

Tenchiu
1 Player • Activision

Broken Sword II
1 Player • Crave

Tall Concerto

1 Player • Atlus

Tomb Raider III
1 Player • Eidos

Clock Tower
1 Player • Ascal

Echo Night
1 Player • Agtec

Grand Theft Auto 2
1 Player • Rockstar

Herc's Adventures
1-2 Players • LucasArts

Syphon Filter

Many comparisons have been drawn between Syphon Filter and Metal Gear Solid. Some are cer-



tainly valid: Both games place an emphasis on stealth and realistic weaponry, for example. But Syphon Filter focuses more on action, while still retaining the save-the-world-or-die-trying adventure feel. The mission-based structure makes for lots of variety, both in gameplay and in environment, and the surprisingly good artificial intelligence can make you feel like you're working as part of a real anti-terrorist group. It's a nice, substantial challenge for those long, nuclear winter nights.

Resident Evil 3: Nemesis



If it came down to stocking our bunkers with either this game or Resident Evil 2, we'd have a devil of a time choosing just one. On one hand, RE2 offers a longer, more expansive quest and more replayability—especially the Dual Shock version with its extra gameplay modes. But on the other hand, Nemesis features even more beautiful graphics, bigger and more diverse swarms of zombies and better play control overall.

all. So if you can, grab 'em both. But if you have to choose just one, we'd suggest Nemesis, mainly because the fundamental gameplay is more solid. But hey, you're entitled to your own opinion—it's your bunker, after all.

Racing

It's going to be a pain in the ass trying to get from one place to another to find fuel, water and other necessities, so you might as well hone your driving reflexes while you can with these driving game gems.

3. Self-powered Flashlight

Throw away those bulky batteries and—wait, actually, don't. You'll probably need them, just not for this handy flashlight. It's self-powered by a lever on the side you can crank to provide hours of illumination. Don't forget, you'll need light to read instruction booklets and of course, OPM..



Gran Turismo



As you might have noticed from our cover, Gran Turismo 2 is almost here, but we just couldn't imagine a racing game category without a mention of this landmark title. If it's

out by the time you read this (and it should be), then we strongly suggest that you consider purchasing the sequel based on its lineage alone. Put bluntly, this game offers everything a racing fan could ever want (and GT 2 improves on it all): Hundreds of real cars, gritty realism, and a seemingly infinite amount of depth makes this racer the premiere title for gearheads.

CTR: Crash Team Racing



Not every great racing game needs to be centered around destruction or mind-boggling

realism—Crash Team Racing simply concentrates on being fun. This character-based racer (featuring Crash Bandicoot, obviously) is one of the best-looking games on the PlayStation, not to mention that it is a blast in any of its single or multiplayer modes. If you want to find a more light-hearted game to help lift the spirits brought down by impending Y2K doom, then look no further than CTR.



Need for Speed: High Stakes



Very few people have the luxury of owning a Supercar, and even if they do, there's not much chance of them racing down crowded streets in it (most of the time they keep 'em parked in the garage). In High Stakes you get to do all of that, so you can win the pink slip to your opponent's supercar while also avoiding the cops. If the police get too annoying, High Stakes allows for a unique role-reversal that lets you take control of a police car so you can pass out some of those annoying tickets. This is a great racing game, especially because of its novel play modes. Those who recently got a speeding ticket would probably enjoy it even more.

R4 Ridge Racer Type 4



The Ridge Racer series has long set the standard for PlayStation racing games, ever since it was one of the original launch titles for the system. The latest Ridge Racer looks fantastic, and is a good, arcade-style racing game for casual players to pick up and play. There are hundreds of cars (some of them quite fantastic) in R4 and unlocking them all takes quite a bit of time—almost as much time as we expect we'll have to spend sitting in our bunker as the sky falls around us come Y2K.

Demolition Racer



If you know anyone who wants to practice their post-Y2K commute to work, then this is just the game for them. Demolition Racer is a wicked game that carefully balances racing and willful carnage to create a very fun and challenging high-speed contest. Not all of the game takes place on race tracks, however. Players can get down and dirty in the pits to play a variety of destruction-only modes where the only goal is to survive (and make sure no one else does).

other notable games

RACING

Micro Machines 1-8 Players • Midway

Moto Racer 2 1-2 Players • Electronic Arts

TOCA 2 1-2 Players • Activision

Formula 1 '98

1-2 Players • Psygnosis

NASCAR 99

1-2 Players • Electronic Arts

Sled Storm

1-4 Players • Electronic Arts

WipeOut 3

1-2 Players • Psygnosis

CART World Series

1-2 Players • Scea

Championship Motocross

1-2 Players • Thq

Jet Moto 3

1-2 Players • Psygnosis

Monaco Grand Prix

1-4 Players • Ubi Soft

Motorhead

1-2 Players • Fox Interactive

Rally Cross 2

1-4 Players • 989 Studios

Rollcage

1-2 Players • Psygnosis

Test Drive 6

1-2 Players • Infogrames

Chocobo Racing

1-2 Players • Square EA

Killer Loop

1-2 Players • Crave

Action

Once the dust has settled, you'll need the skills you can only get from action games—jumping along the piles of rubble, dodging flaming debris, beating back the hordes of mutants after your food, etc. Keep your reflexes honed with these games.

2. Water Purifier

You weren't planning on just tossing away your own urine were you? Recycle it with a purifier! Fresh water is a must for survival; dehydration can lead to seizures, permanent brain damage or death—any of which could interfere with your PlayStation gaming.



Crash 3: WARPED

Naughty Dog didn't mess around on Crash's final platformer (for the current PlayStation at least). Crash 3 perfects many ideas from the earlier games—like the traditional side-scrolling and running into the screen action segments—but also introduces all new jet-ski racing and biplane levels. Cortex, Coco and all the big Crash characters are back; the controls are responsive; the gameplay is familiar but still fun, and the graphics—yowza. Just watching someone play this game can be enjoyable; definitely one of the best-looking, and best-playing, PlayStation games ever.

Point Blank 2



If you have a GunCon gun controller for your PlayStation (and if you don't, you should), you need this game too. With over 70 different contests, two-player compatibility, four difficulty settings, practice, arcade, endurance and even a special Theme Park mode, this collection of shooting gallery mini-games never gets old. The graphics are nothing too special, but that's not the idea—the idea is to let you have a good time and a laugh or two, and Point Blank 2 definitely does that. It's everything a gun game should be: quick thinking, fast reflexes and simple fun.



Pac-Man World



Celebrating his 20th anniversary this year, the great yellow round one is back. But make no mistake—this ain't one of them half-assed retro-updates (you heard me, Frogger and Centipede). Pac-Man World is a quality platformer that just also happens to feature some of the most popular and recognizable game characters of all time. Ingenious level designs and great gameplay combine with all the nostalgia you could hope for (power pellets, ghosts and even a version of the classic game that started it all) in one of the best action titles the PlayStation has to offer.

Ape Escape

Most of this game is based on the usual 3D platforming principles—running, jumping and exploration, but then Ape Escape takes everything up a notch. With its

unique items, weapons and vehicles, you never are doing any one thing long before something new comes along. And as the first title ever to require the Dual Shock controller, Ape Escape doesn't waste it: This game has the best and most innovative controls of any PlayStation game yet.

You use the dual analog sticks for everything from swinging your weapon, to rowing a boat, to boxing.

Driver



You probably won't have access to a car after the apocalypse, and even if you did, where would you go? Why not stay in the comfy confines of your underground refuge and play Driver instead? This game has that oh-so-rare and precious thing in the video game industry—an original idea that works. You play an undercover cop posing as a getaway car driver for the mob, so you spend most of your time rippling through the streets, alleys and sidewalks of the city trying to shake the fuzz off your tail. Plenty of extra modes and great graphics round out this exceptional package.

ACTION

Klonos

1 Player • Namco

OPM Rating



Oddworld: Abe's Exodus

1-2 Players • GT Interactive



R-Type Delta

1 Player • Agetec



Spyro 2: Ripto's Rage!

1 Player • SCEA



Crash Bandicoot 2

1 Player • SCEA



Einhänder

1 Player • SCEA

Metal Gear Solid VR Missions

1 Player • Konami

Elemental Gearbox

1-2 Players • Working Design

OPM Rating



G.Darius

1-2 Players • THQ

OPM Rating



Ghost in the Shell

1 Player • THQ

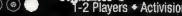
OPM Rating



G-Police 2

1 Player • Psyonix

OPM Rating



Metal of Honor

1-2 Players • Electronic Arts

OPM Rating



Quake II

1-4 Players • Activision

OPM Rating



OPM Rating

OPM Rating

Rising Zan

1 Player • Agetec

OPM Rating



OPM Rating

Vigilante 3

1-2 Players • Activision

OPM Rating



OPM Rating

WWF Attitude

1-4 Players • Acclaim

OPM Rating

OPM Rating

Fighting

You're not gonna get a whole lot of exercise living in an underground cinder block room, hiding from the Y2K troglodytes, so why not at least keep your thumbs fit with some fast-paced fighting action.

Tekken 3



Tops on the greatest fighters list has to be the third installment of the Iron Fist tournament. With Tekken 3, Namco firmly established itself as a true powerhouse of brawlers. The fighting engine is super-deep, with multiple stances, all kinds of combo possibilities and well-balanced characters, and the graphics are excellent. Easy to pick up but incredibly difficult to master with even one character, Tekken 3 deserves a spot on every bunker shelf.

Soul Blade



These days everyone may be talking about Soul Calibur (the sequel to Soul Blade), but let's not forget the game that started it all. Soul Blade may be over three years old, but in most important ways it still holds up. The different slashes, reversals, sidestepping and combos of this unique weapon-based fighter, plus extras like

team battle, survival and time attack modes, earn it a place alongside Tekken 3 and SFA3 in any fighting game collection.



Devil Dice



This game combines the frenzy of Puzzle Fighter with the cerebral challenge of Roll Away. Like any good puzzle game, the concept is deceptively simple: Flip dice so that the denominations showing match up in groupings equal in size to that denomination. But the game's a lot more challenging than it sounds, especially once the pace starts to heat up. A great game, either multiplayer or solo, and our 1998 Puzzle Game of the Year.



While Puzzle Fighter is an example of the popular classification of "puzzle games," Roll Away is a puzzle game in a more literal sense: You maneuver a self-propelled ball through convoluted, mind-bending 3D mazes populated with all manner of hazards in a race against the clock to reach the exit. To succeed, you'll need to be able to think in three dimensions and throw the concept of gravity out the window. It's a great time-filler.

FIGHTING

Dead or Alive

1-2 Players • Tecmo

Bloody Roar 2

1-2 Players • SCEA

Darkstalkers

1-2 Players • Capcom

Bestrega

1-2 Players • Koei

Rival Schools

1-2 Players • Capcom

OPM Rating:



Street Fight EX Plus Alpha

1-2 Players • Capcom

Bushido Blade 2

1-2 Players • Capcom

Ehrgolz

1-2 Players • Square EA

PUZZLE

Ballistic

1-2 Players • Imagine

Bust-A-Move 4

1-2 Players • Natsume

Mr. Domino

1-2 Players • Acclaim

Intelligent Quake

1-2 Players • SCEA

Shanghai: True Valor

1-2 Players • Sunsoft

The Next Tetris

1-2 Players • Hasbro

Hello Kitty's Cube Frenzy

1-2 Players • Newtaco

Logo Runner

1-2 Players • Natsume

4. Television

Well of course you need a TV, what else are you going to hook your PlayStation into? It shouldn't just be any old TV though; try to get one sturdy enough to withstand shock-waves, earthquakes and the impact of controllers thrown in frustration.



Street Fighter Alpha 3



2D fighters have not fared well on the PlayStation. Even Capcom, the acknowledged experts in the field,

couldn't get their games to run smoothly—until SFA3. Alpha 3 has everything a Street Fighter fan could want both in selection of characters and style of play. The added World Tour mode elevates the home version to something special. Suffix it to say, Alpha 3 is not only the best 2D fighter out for the PlayStation, it's simply one of the best fighters on any system, period. A must-have.

Puzzle

These are the purest form of mind games. Use them to keep your mind—as well as your reflexes—sharp in spite of the sterile environment you'll inhabit during the coming months.

Super Puzzle Fighter

While this may not be the best choice to stock a bunker built for one, if you have at least one other

human around there are few more addictive, time-consuming, frantic two-player competitions than those found in Puzzle

Fighter: Assemble giant colored gems, then detonate them to rain down destruction upon your opponent. And it's light-hearted enough—even down to the Capcom-mocking title—to distract you from the lifeless landscape outside.



MISC.

Since you're probably going to be living on rations of canned beans, stale bread and water, you're gonna need to find variety elsewhere. After all, man can't live on fighting games alone.

PaRappa the Rapper

By now most longtime PlayStation owners have already enjoyed this small masterpiece, but for those few who have yet to experience the bizarre joy that's PaRappa, you're in for quite a trip. While Unjammer Lammy, the game's sequel, is out too, we still prefer the original due to its memorable songs and uniquely lovable characters. Moreover, the positive message of the game should provide more than enough cheer to cure the millennial blues. You gotta believe!



MTV Music Generator

Just as the millennial mob begins to close in on your house, you grab your favorite CDs, shove 'em in your bag with your PlayStation goodies and make a mad dash for the burner. After settling in, you pop on your headphones and grab some music...WHA-?! You grabbed your mom's Kenny G. collection by mistake?! Well, don't despair, because you've got MTV Music Generator, one of the most robust yet user-friendly music creation programs out there. Compose your own tunes from scratch, or build them from a vast selection of sound samples. Plus, you can even create your own rudimentary music videos.

other notable games

MISC.

Bust a Groove

1-2 Players • 999 Studios

Jeopardy!

1-3 Players • Hasbro Int.

Wheel of Fortune

1-3 Players • Hasbro Int.

Chessmaster II

1-2 Players • Mindscape

Um Jammer Lammy

1-2 Players • SCEA

OPM Rating



Vegas Games 2000

1-4 Players • 3DO

Irritating Stick

1-2 Players • Jaleco

Monopoly

1-4 Players • Hasbro Int.

Arcade's Greatest Hits: Alari

1-2 Players • Midway

Konami Arcade Classics

1-2 Players • Konami

Arcade's Greatest Hits: Midway

1-2 Players • Midway

OPM Rating



SPORTS

FIFA 2000

1-3 Players • Electronic Arts

Triple Play 2000

1-2 Players • Electronic Arts

Contender

1-2 Players • SCEA

Cyber Tiger

1-4 Players • Electronic Arts

International Track & Field 2000

1-4 Players • Konami

OPM Rating



5. Stungun

Food and shelter aren't going to be the only things prized after the crap hits the fan—your PlayStation setup is going to be looking awfully good to all the bored mutants, apes, people, giant ants or whatever it is that's out there. Better grab one of these 500,000 volt stun-guns to protect it.

Tony Hawk's Pro Skater

For years, Tony Hawk has been one of the best skaters to ever live, and now he has the best skateboard game to ever grace the PlayStation. While it isn't a hardcore skating simulation, Pro Skater is a game heavy on adrenaline but balanced with just enough realism. The incredibly deep trick system and intuitive controls make it an all-out blast to play, especially because of the freedom and variety the game's different levels provide. Regardless of whether someone likes skateboarding or not, if they like games, they'll definitely like Tony Hawk's Pro Skater.

NFL Blitz 2000

If you want to give someone a glimpse at what the future of sports might hold, NFL Blitz 2000 is by far the best PlayStation example. This seven-on-seven football game has no rules, no mercy and lots of action—just like a postapocalyptic society! This game has reinvented sports action games, and the 2000 edition offers plenty of new features (more plays, a defensive play editor, updated teams) not found in the arcade version. Consider this a high-octane alternative to Madden.



just \$20. And along with the arcade-perfect ports you get a snazzy history lesson and details on the making of these games.

Sports

Who'll win the Super Bowl in 2000? The NBA Finals? We may never find out due to the inevitable Y2K destruction, but if you have a PlayStation and these sports games stowed away in your bunker, you'll be able to predict next year's champions and beyond.

NBA Live 2000



The NBA East may look like it has already gone through an apocalypse, but that doesn't mean that someone can't take one of those teams and make them rise from the ashes. Just think of how quickly they would turn things around if you put Michael Jordan on their team. Live is the only game with Jordan, and you can play him one-on-one or with the game's classic teams. This is the only really good hoops game on the PlayStation, so it's a no-brainer for basketball fans.



Madden NFL 2000



In preparation for the end of the world, EA Sports seemingly saved their best effort for what could be their last football game—Madden NFL 2000. By providing a realistic simulation mode, and a easy-to-learn Arcade mode, Madden NFL 2000 is the one football game that truly caters equally well to both audiences. So if you want to see the Super Bowl, this may be your only chance, since the real one takes place in January of 2000. And even Las Vegas won't place good odds of that happening.

NHL FaceOff 2000



This one was a tough one to call, but 989 Sports' hockey game narrowly edged the deeper and longer-established NHL 2000 because it had better gameplay—and in the end (of the world), that's all that counts. FaceOff is an excellent hockey game that has a host of stats, features and a great hockey atmosphere that will remind hockey fans of the days when their favorite arena was still left standing.

Hot Shots Golf



EA's Cyber-Tiger is good, but it doesn't quite measure up to the brilliance that Hot Shots Golf brings to the links. Hot Shots is a great party game that makes golf easy and fun to play—even to those who shudder at the thought of picking up a bag of clubs. The single-player mode will keep players glued to the set for hours. The sequel to this game will be coming to stores on March 7, but we had to recommend this one anyway. Besides, who can guarantee that any stores will be left standing after Jan. 1?

Knockout Kings 2000

1-2 Players • Electronic Arts



MLB 2000

1-2 Players • 989 Studios



NCAA Football 2000

1-8 Players • Electronic Arts



NFL GameDay 2000

1-4 Players • 989 Studios



NHL 2000

1-8 Players • Electronic Arts



Pool Hustler

1-3 Players • Activision



Ultimate 8-Ball

1-16 Players • THQ



X Games Pro Boarder

1-2 Players • ESPN D. Games



Bass Landing

1-2 Players • Ageless



Brunswick Circuit Pro Bowling

1-2 Players • THQ



MTV Sports: Snowboarding

1-2 Players • THQ



Animaniacs Ten Pin Alley

1-8 Players • ASC



Cool Boarders 4

1-4 Players • 989 Studios



Fisherman's Ball 2

1-2 Players • Konami



NCAA GameBreaker 2000

1-4 Players • 989 Studios



NHL Championship

1-8 Players • FOX Sports



Tennis Arena

1-2 Players • Ubi Soft



6. Transistor Radio

You need some way of knowing when it's safe to leave your bunker, so be sure to bring...hmm, wait a second. You got your PlayStation, food and water...why would you ever want to leave? Who cares what's going on in the outside world, let it burn! You got it made! Scratch this one.



Since all those little annoyances society forces on us—work, school, wearing clothes, showering—will be out the window when the world goes to hell, there will finally be enough time to enjoy the top RPGs:

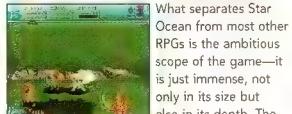
Final Fantasy VII

Even with the incredible part VIII in stores, Final Fantasy VII still holds up. How does it do it? Take your pick: memorable characters like Cloud, Tifa and Sephiroth, more awesome mini-games than any other RPG (motorcycle rides, snowboarding, chocobo breeding and racing, and more), sharp graphics and a massive, epic quest spanning three CDs. If you still need a reason after all that to check out FFVII, it's now part of the greatest hits collection, so you can pick it up for about \$20. An oldie but a goodie.



Star Ocean the second story

What separates Star Ocean from most other RPGs is the ambitious scope of the game—it is just immense, not only in its size but also in its depth. The options are almost overwhelming: Your characters can create items and weapons, train in specific skills like Mineralogy, Herbal Medicine or combat techniques, even prepare their own food for their travels! A great battle system, branching story line and a number of different endings make this an especially attractive game to RPG fanatics who aren't above playing through a game this massive more than once.



Final Fantasy VIII



If you have to grab just one RPG before you close the airtight seal on your bunker, this should be the one. Final Fantasy VIII does just about everything right. Start with some of the best graphics ever on the PlayStation, including super-smooth animation, mind-blowing effects and movie-quality FMV. The story keeps you guessing and interested, and the gameplay is classic Final Fantasy with a number of new twists that all work. The card collecting/battling game within the game alone can keep you occupied for hours—FFVIII is a necessity for any RPG fan.

other notable games

RPG

Final Fantasy Anthology

1 Player • Square EA



Diablo

1-2 Players • Electronic Arts



Legend of Legia

1 Player • SCEA



Parasite Eve

1 Player • Square EA



Sukoden II

1 Player • Konami



Tales of Destiny

1 Player • Namco



Thousands Arms

1-2 Players • Atlus



Xenogears

1 Player • Square EA



Breath of Fire III

1 Player • Capcom



Jade Cocoon

1 Player • Crave



STRATEGY

Kagami Deception II

1 Player • Tecmo



Risk

1-4 Players • Hasbro



Command & Conquer Red Alert

1-2 Players • Vivendi



Worms Armageddon

1-4 Players • Hasbro



Vandal Hearts II

1 Player • Konami



7. Food Rations

The ads say that the "tasty flavor" of these rations "appeals to young and old alike," but don't be fooled—they taste like dirt and even dogs would rather starve than touch them. Still, they take no time to prepare and just a minute or so to eat, so you can get back to your PlayStation, and that's what's really important, right?

Lunar Silver Star Story

Originally released for the doomed Sega-CD format,

Lunar found new life on the PlayStation, and as much more than a simple re-release. The graphics, while still in the same classic hand-drawn 2D style of the original, have been completely updated to take advantage of the PS's advanced resolution and color palette, the music is all new, and even the story has been tweaked and altered.

But Lunar's best feature would be to have to be combat—simple to learn but deep enough to allow for advanced strategies. Old-timers and RPG newbies alike shouldn't miss this one.

Grandia

If you really want to kill a lot of time, Grandia may be your best bet; this game is two huge CDs of



some of the best role-playing the PlayStation has ever seen. The battle system is an interesting mix of real-time and turn-based systems, not quite like any other RPG before or since. The graphics are also unique—sprites, polygons and anime combined in one stylish and colorful package. Other highlights include a deep character building system that keeps skill levels for all your spells, weapons and special attacks, and huge dungeons filled with traps and puzzles.

Strategy

You'll need to be able to organize if you're to survive in a technology-free environment. These games are sure to make an ad hoc commander out of anyone.

Final Fantasy Tactics

While some may classify this as an RPG, the focus here is far more on strategy than in standard RPGs. While completely deserving of the Final Fantasy name, Tactics lost a few points in our review as a result of its almost overwhelming complexity. Fortunately, this kind of depth is just the thing to help get your mind off your cinder-block surroundings, and the almost chess-like strategic elements will keep the ol' grey matter in top shape.



Warzone 2100

The lackluster PS translations of C&C, Dune 2000 and WarCraft II left a space for this dark horse to muscle into the real-time strategy neighborhood. The game includes lots of innovative features, like the ability to research new technologies and design your own vehicles. And while the frame-rate may make Warzone's 3D engine a bit harder to look at than your average RTS, the solid gameplay more than makes up the difference.

The Ultimate Sacrifice "If you could pick only ONE PlayStation game to take into your Y2K bunker, what game would it be?" That's the question we posed to our review crew. Here are their answers:

Kraig Kujawa

I'm a professed sports nut, so if I had to pick one game to tide me through the Y2K doom it would have to be Madden NFL 2000. Now before you throw things at me for not picking some 70-hour-long RPG or a game where you have to unlock 200 cars, consider the limitless multiplayer action. And the Franchise mode allows me to own a team for years and years.

Joe Rybicki

My choice would have to be Star Ocean: The 2nd Story, perhaps the most needlessly deep game on the PlayStation. There's this huge quest with 80 different endings. And then they threw in the most robust set of abilities this side of Ultima Online: You can forge weapons, mix potions and even cook food. It's enough to keep anyone busy through the whole next millennium!

Mark MacDonald

Although my first choice was Final Fantasy Anthology—two huge games in one I know I could play over and over—I realized a puzzle game would really last the longest, so I'd have to make my pick Devil Dice. Single or multiplayer, it's my favorite PS game by far, and you can play it for months and months without it ever getting old.

Wataru Maruyama

Wat got a weird look in his eye and disappeared just after we mentioned the whole Y2K thing, so we aren't exactly sure what his pick would be. But we'd guess "The Professor" would choose the RPG/dating sim Thousand Arms, to insure that his slick playboy charm and smooth moves would survive the disaster and remain razor sharp for when he re-emerged.

Peripherals

You already know you need an arsenal of Dual Shocks and Memory Cards. In fact, when it comes to joypads and cards, we recommend that you stick with the first-party stuff. Why? Simple, nothing beats the control and comfort provided by the Dual Shock, and third-party memory cards are just too unreliable. That said, there are a few other peripherals that we recommend to help ease you into the next century.

You won't be able to shoot down any pesky Y2K bugs with a light gun, but it'll definitely add to your gaming fun. The best, most accurate light gun for the PlayStation is Namco's GunCon, which comes packaged with Point Blank 2, one of our top Y2K picks.



After a lull in production of games that support more than two players (aside from sports titles), we're finally seeing new top-tier titles that offer three- to four-player action. For that, you need to stick with Sony's Multitap, because third-party ones are notorious for being temperamental.

Accidents happen...someone's bound to trip in the bunker and scratch up your treasured games. But don't despair—Digital Innovation's GameDoctor will whisk almost any nick right out of that disc.



Certain types of games call out for that classic control you can only get from a joystick. For fighting games and shooters, you can't go wrong with Blaze's Pro Shock Arcade Joystick.

While we're generally quite happy using the Dual Shock in racing games, the GT2 Steering Wheel from Pelican is well-designed and provides tight enough control to make it a worthwhile investment.

Finally, if you're stuck in a bunker for eternity, mono sound and tiny TV speakers just won't cut it. You'll need SpectraVideo's Screenbeat Sound Station. Check out this month's g.e.a.r. for the full review.





Over 100 tricks to pull.

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5 competitive multiplayer and tournament modes.



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Reviews

The final word—official and unbiased

Meet the Critics



Kraig Kujawa Deputy-in-Chief

Mark doesn't know it, but you all really do hate him! When he first arrived here over a year ago, Kraig cuddled him by having all negative Mark mail sent to a secret Swiss e-mail account. When the time comes (salary review time), he will present it all to him.

Favorite Genres: Sports, Strategy

Current Favorites: TM4, NBA Live 2000

Can't Wait For: Madden PS2 (in the works!)



Joe Rybicki Deputy Editor

Always happy to oblige, Joe spent much of the month composing and refining a series of progressively more hate-filled e-mails for Mark's reading pleasure. It warms the heart to see teamwork in action.

Favorite Genres: Adventure, RPG, Puzzle

Current Favorites: MTV Music Generator, Gran

Turismo 2, Gallop Racer, the Refreshments

Can't Wait For: Munch's Oddysee, Dark Cloud



Wataru Maruyama West Coast Editor

It's weird, but the first PS2 game Watt wants is Drum Mania which is the least technically impressive game

launching with the Japanese hardware. Due to some patent rights, Konami won't be able to release the game here. Go figure.

Favorite Genres: Fighting, Racing, Adventure

Current Favorites: K-1 Grand Prix, TOCA2, Smurfs

Can't Wait For: Vampire Hunter D, The Bouncer



Mark MacDonald Associate Editor

After playing Shadow Tower for two days straight, Mark muttered something about the pointlessness of existence, relinquished all his worldly possessions, and walked out of the office. We're not sure if he's coming back. If you see him, please let us know. Did we mention he was naked?

Favorite Genres: Action, Adventure, RPG

Current Favorites: Tombal 2, Dew Prism

Can't Wait For: Dragon Quest VII, Syphon Filter 2

Why don't you hate me?

by mark_mcdonald@edz.com

In the little over a year since I have been working here at OPM, almost all my expectations of what it would be like to be a video game "journalist" have been met. The long hours, the sore thumbs, the overabundance of action figures and idiotic gizmos, the inevitable monthly soul-sucking roller-coaster ride straight into the deepest parts of hell that is deadline...

Sorry, where was I? Oh yeah—just about everything has been how I expected except for one thing: no hate mail. None. Well, all right, maybe two short e-mails at the most, but they weren't even really that angry. This bothers me.

See, I'm a firm believer that if you are doing something right and just and good and true there will always be people out there who want to take you down. Think about Abraham Lincoln, Mother Teresa, or Mr.

"Please don't squeeze the Charmin" Whipple. All of them despised, hunted, and eventually killed for telling the truth and doing what they believed in. Except for Mother Teresa,

everyone loved her and she died of natural causes. And I'm not sure about Mr. Whipple. Actually, Lincoln's not really a great example either, but he did get shot.

The point is not getting any hate mail makes me feel like I'm not doing my job as a game reviewer. I know that a lot of people have irrational, freakish and often entirely unhealthy affection or hatred for certain games; as someone whose job it is to criticize or praise these games in public, bravely forcing the ignorant masses

to swallow the bitter pill of truth, I feel like two dinky e-mails over the course of 14 months just doesn't add up. Write me about how giving Metal Gear and Final Fantasy VIII

both 5 out of 5 shows I'm a sucker for hype. Or how Shadow Tower is actually the greatest game of all time and I just don't understand. Or about how I just called you all "ignorant masses"—my e-mail is right above this piece. Just let me know how terrible I am at my job so I know that I'm doing it right.

Games Reviewed

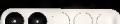
40 Winks.....	108	NBA Live 2000.....	98
Bass Rise	109	NBA Showtime on NBC.....	102
Blades of Steel	106	NCAA Final Four 2000.....	106
Clock Tower 2.....	100	Q*bert	103
Formula One '99	104	Scrabble	III
Gallop Racer	110	Shadow Tower	109
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Missile Command	103	Twisted Metal 4	92
Mission: Impossible	108	V-Rally 2 Need for Speed ..	104
MTV Music Generator	107	Wu-Tang: Shaolin Style.....	98
NBA In the Zone 2000.....	102	X-Files.....	100

Box Score

It doesn't get much more simple yet effective than OPM's five-disc rating system. Very few games are lucky enough to get our golden five-disc salute, but if one does, be sure to pick it up!



We'd rather sponge bathe old people than play this game.



Below average. There are fundamental flaws with this game; get something better.



A good title. It's a fun game with some flaws that can be overlooked.



Definitely a topnotch game. Very good and well worth your time.



Fabulous! These are the games that really make you proud to own a PlayStation.

THE CREATORS OF COMMAND & CONQUER™ ARE TURNING UP THE HEAT.



DUNE™ 2000



- Real-time strategy blended with blazing action
- Sharp, 3D terrain with true elevation
- Play three distinct sides across 30 missions

- Dozens of 3D-modeled units specific to each side
- Solo play, head-to-head, or skirmish versus the AI
- Pulsing cinematics and soundtrack

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Symptoms of Fear:

Perspiration

Dilation of Pupils

Trembling

Nausea

Loss of Appetite

Dry Mouth

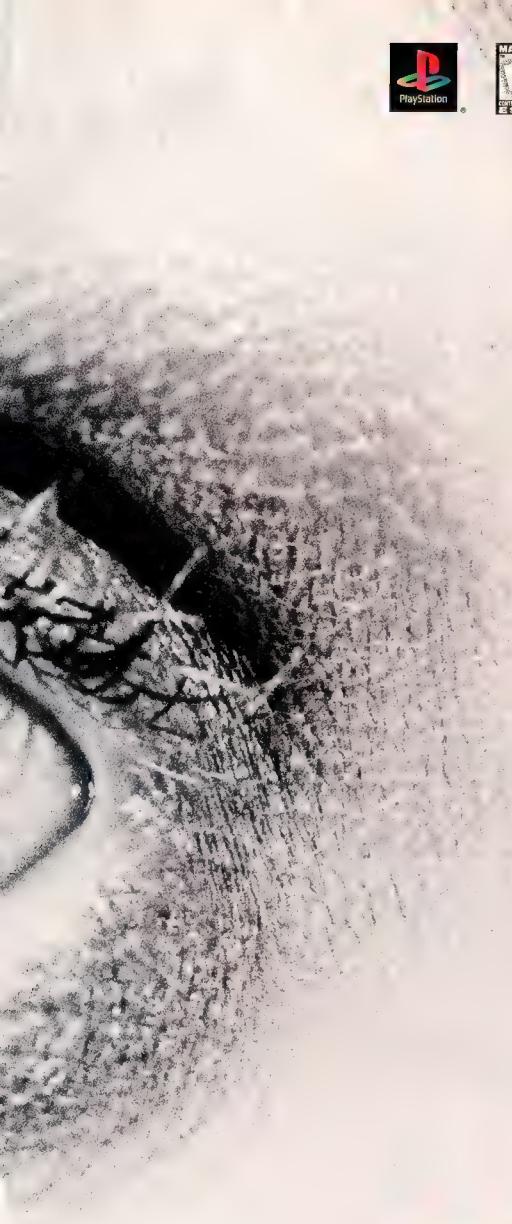
Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next.

So go ahead, make your move. Just be sure to keep your fear in check.





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GAMEPLAY for more debilitating action and power. Comes in handy for the **THREE RUTHLESS MERCENARIES** whose destinies you control.



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Breakthrough **SUSPENSE/ACTION ADVENTURE** game. Beyond your realm of fear. Beyond any 3rd person game created.

fear effect

It can recognize your fear. Can you?



Developer **989 Studios**
Publisher **989 Studios**
Genre **Action**



Twisted Metal 4



Sweet Tooth rejuvenates this once-tired series

A

fter last year's Twisted Metal 3 turned out to be such a disaster, 989 Studios was forced to circle their wagons (or Sweet Tooth ice cream trucks in this case), and rethink their approach to what is arguably their most important franchise. Unlike most last-ditch efforts, this one worked—big time.

This year's Twisted Metal focuses on the series' iconic character, Sweet Tooth (the fiery-maned clown with a demonic laugh), and his taking over the tournament and shaping it into his own vision. The game's lengthy intro sets the tone by showing how he became a part of the Twisted Metal tournament—and trust me, these days I don't mention opening cinemas unless they are as interesting as this one is. Let's just say they took a very uniquely antique approach to things.

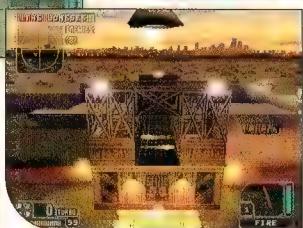
Since he's The Man behind it all now, Sweet Tooth is no longer selectable among the game's playable vehicles and neither are most of the previous game's characters for that matter (although we're sure there's a code for that somewhere). Instead, almost the entire list of playable vehicles has been replaced with a much more compelling list of

participants. Besides, if you don't like any of them, TM4 offers a great car creator that lets you put together your own battle wagon by piecing together a variety of makes, stylings and special weapons.

The biggest improvements over last year's game lies with the improved, streamlined gameplay that keeps everything moving at a brisk and smooth pace. The levels do a good job (most of them, anyway) of keeping conflict at a maximum without being catastrophic and overbearing. Also, many of the weapons have been altered to either look or behave better. Sometimes these snazzier effects seem to bog the game down a bit when a lot is going on, particularly in multiplayer.

The problem may be annoying at times, but it doesn't make this game any less fun. If you hated TM3, pick Twisted Metal 4 up—it will remind you why this was such a popular PlayStation franchise for so long.

—Kraig Kujawa



Some levels let you interact with the environment, such as this magnet that you can use to pick up cars and drop them into a nearby furnace (above).



Up to eight players are supported (via link cable), but to be honest, the four-player mode is so sluggish, it's almost unplayable. As in other TMs, the two-player runs just fine (above).

Box Score

Pros

- Recaptures the previous Twisted Metal magic
- Great licensed music (Rob Zombie, etc.)
- Create-a-car feature
- Lots of play modes and options

Cons

- Slows down during massive carnage
- 4-8 player mode is useless

"If you hated Twisted Metal 3, pick Twisted Metal 4 up—it will remind you why this was such a popular PlayStation franchise for so long."

PlayStation
www.playstation.com



Rating

THE DUKES OF HAZZARD

RACING FOR HOME

SOUTHPEAK
INTERACTIVE



*I reckon y'all haven't lived life till you leap across
an officer of the law in the General Lee.*

There goes the General Lee, playin' another cat and mouse game with the law. See, things in Hazzard are pretty much the way y'all might recall 'em. Daisy's still workin' at the Boar's Nest, Boss Hogg's still eatin', and Rosco's still chasin' the Duke Boys through the dirt roads of Hazzard County.

Go on and take a turn at the wheel in The Dukes of Hazzard™: Racing For Home game and tell me life ain't a whole lot better as a Duke boy.

Featuring the voices of James Best, Waylon Jennings, Ben Jones, Sonny Shroyer, Tom Wopat. Also featuring original music by the Tractors.

A Mission-Based Arcade Racing Game

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Developer

Black Ops

Publisher

EA

Genre

Action

Tomorrow Never Dies

Bond is back...in his previous adventure



ears in the making, it took the PlayStation version of this Bond movie about as much time to be completed as most troubled Hollywood pictures. In fact, it arrived just in time for this year's newest Bond film, *The World Is Not Enough*.

If you have a good memory, you'll notice when playing the game that *Tomorrow Never Dies* follows the film while also taking a few liberties. While some major plot devices are changed (such as your being able to save Paris (instead of her dying), many of the levels are wedged in between scenes from the movie. For example, in one level, the game places you on skis so that you can get Bond to the terrorist "Arms Bazaar" (that he ravages in the beginning of the film), while in another level you drive his heavily armed BMW to the next locale.

These provide a nice break from the normal action, but their simplicity and lack of polish make it clear that they were designed as an afterthought. It's difficult to see where you're supposed to go on the skiing levels, and waiting for enemies to run into trees is only fun for so long. The slow BMW levels are entertaining until the novelty of firing missiles

and machine guns wears off in the first few minutes. There just isn't much to do in either of these diversions.

But that's what they are—diversions. The other three-quarters of this long game is basically a third-person action-adventure that tries really hard to be *Syphon Filter* in a tuxedo. Sniping, stealth, fire-fights, espionage and tons of strafing around targets comprise most of the action. In fact, running around in circles while firing your weapon seems to be the best technique to get out of any situation.

"Circle strafing" to get out of every situation wouldn't be bad if the graphics could keep pace with the gameplay. But often the graphics get bogged down and the action gets choppy, making it difficult to aim and dodge. When the scene is a little less hectic, everything plays smoothly, but then again, when is the last time you've seen Bond in a calm situation? —Kraig Kujawa



Occasionally, you'll have to take on the "boss" henchmen from the movie, such as Dr. Kaufman from the hotel scene (above).



Some levels let you play as Wai Lin, who must help Bond by clearing out blockades in Saigon (above). The BMW scenes would have been more fun were they not so simplistic and unchallenging (left).

Box Score

Pros

- Great Bond remixed music
- Good variety of gameplay
- Longer game than most
- Has a coherent story line that was "adapted" from the film

Cons

- Choppy frame-rate that often makes it difficult to aim and move
- Too much pop-in

...this long game is basically a third-person action-adventure that tries really hard to be *Syphon Filter* in a tuxedo."

Official U.S. PlayStation Magazine



Rating

(PlayStation® game console sold separately.)



www.stuntcopter.com

- Over 45 challenging levels.
- 6 degrees of flying freedom in 3-D aerial courses.
- Feels like the real thing!

DUAL SHOCK™
Analog Controller

Shiny



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Developer **Traveler's Tales**
Publisher **Activision**
Genre **Action**

ESRB
Everyone
ESRB



1 Player
Memory Card 1 block
Vibration Function Compatible
Analog Control Compatible

Toy Story 2

This toy could use a bit more polish



ith all the talk about the PlayStation2's graphics looking "as good as Toy Story," it's easy to forget that the current system still has the potential to turn out some very good-looking games. Toy Story 2, appropriately enough, is one example of such graphical prowess. Unfortunately, as is the case with many really fine-looking titles, the gameplay isn't as superlative.

Oh, in its basic structure the game's not at all terrible. You play as Buzz Lightyear, Space Ranger, as he races through oversized environments trying to save his pal Woody from the clutches of a greedy toy collector. The 15 levels (well, 10 levels and five boss levels) are represented in nice detail, with a careful eye for proportion, and each new area forces Buzz to interact in unusual ways with giant versions of everyday objects. The levels are appropriately huge, with a satisfying sensation of space which really helps you take on the Buzz persona. And the inclusion of five special power-ups (unlocked as the game progresses) forces you to revisit earlier levels, gaining access to entirely new areas through use of your newfound powers.

Each level includes five different objectives, some which are easy enough for the little tykes to master (like mixing paint—wheel) and some which require serious reflexes and more than a little skill. As in *A Bug's Life*, this makes the game more challenging than you'd expect—probably a bit too hard for its target audience.

But cerebral or reflex-based challenges aren't the real problem here; instead, you'll find yourself most often stymied by the slippery controls and terrible camera: Not being able to judge a jump distance is bad enough, but sliding right off the edge when you get there can induce spontaneous controller-throwing. Plus, some horrible glitches and serious polygon-sorting problems mar the otherwise excellent graphics.

Toy Story 2 is a decent, diverting challenge for all ages; just don't expect perfection. —*Joe Rybicki*



Switch to first-person mode (above) and you'll be able to lock onto enemies, making blasting those flying toys a heck of a lot easier.



Each level includes a puzzle challenge, some of which are easy (like this paint-mixing puzzle, above), and some of which require a bit more thought.

Box Score

Pros

- Great level design
- Nice graphics
- Good range of challenge
- Lots of variety

Cons

- Slippery, jumpy controls
- Bad camera, with no camera control
- Lots of graphical glitches

"Not being able to judge a jump is bad enough, but sliding right off the edge when you get there can induce spontaneous controller-throwing."

Official U.S. PlayStation Magazine



Rating

Tom Clancy's RAINBOW SIX™



IT'S
YOUR
**ONE
SHOT
TO SAVE THE WORLD.**

Rainbow Six is as close as it gets to the intensity of real-life tactical operations. You'll control an elite multi-national strike force battling international terrorism.

Rainbow Six's explosive real-world action is coupled with spine-tingling tactics to create a gaming experience you won't soon forget. Rainbow Six is so real you'll find yourself yelling "Tango down!" in your sleep for weeks.

NINTENDO 64



GAME BOY
Color
www.redstorm.com

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EA Sports
Electronic Arts
Sports

Developer

Publisher

Genre



NBA Live 2000

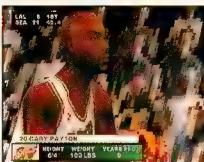
Jordan retires again—this time digitally

T

he big news regarding NBA Live 2000 is that Michael Jordan has finally decided to come back to a video-game basketball title, albeit a few years too late. Unfortunately, he doesn't don a Chicago Bulls uniform; Jordan's presence is more of a novelty, because he resides in Live's all '90s team and its new one-on-one game, a nifty feature that lets you challenge His Airness (and other NBA present and past players) to a game of streetball.

NBA Live 2000 is much more than its collection of unique features, however—no matter how great they are. What must not be overlooked is that this hoops game is far and away the most challenging and realistic to hold court on the PlayStation, and it doesn't bog the action down in annoying details. Besides, an arcade mode is included as well.

All of the new NBA rules are enforced, and the wide variety of moves and in-game controls seem to beg for more buttons to be added to the PlayStation controller. Live's only weakness is some choppiness in the animation. While Live's superbly detailed players don't move quite as smoothly as they should, the game is still the best basketball game, worthy of being the first to have the best NBA player. —Kraig Kujawa



Jordan is back, and he's a major pain in the ass to try to beat one-on-one. Here Kobe Bryant plays against who he dearly wants to be (above.)

Box Score

Pros

- The very best features
- Legendary players and All-time teams
- Realistic gameplay

Cons

- Slightly choppy graphics
- Commentary is a little lackluster



Developer: Paradox
Publisher: Activision
Genre: Fighting



1-4
1-4
Players

Memory Card
1 block

Vibration Function
Compatible

MATURE

ASIAN
CONTENT RATED BY
COUNCIL



After a long wait, a four-player fighting game is finally released on the PlayStation. Thankfully, many of the game's flaws are not as noticeable in this mode of play.

Box Score

Pros

- The Wu
- New music by the Wu
- Four-player support that's fun

Cons

- Unbalanced characters
- Lots of very cheap combos
- Only a few of the Wu lent their voices



Wu-Tang Shaolin Style

Toe to toe with the ticallion stallion

F

or a gamer like me who is both a huge fighting game fan and a Wu disciple, Shaolin Style seems a natural to rub me the right way. For the most part it does: It's cool to see the Clan rendered in the CG cutscenes, and the original music tracks match the game well. There are a ton of characters and lots of secrets to unlock.

However, though the Wu look great in their CG movie form, they don't fare as well inside the actual game. The overall graphics are dark and moody—which suits the game to a point—but everything starts to look exactly the same after awhile. But the fighting system and character balance are the crucial elements that really hurt the game. While some of the Wu-Tang are well-balanced, the rest are not, and the bosses are ridiculous. (It's tough to achieve balance when some characters have weapons and others don't.) The combos are also very cheap, and in a one-on-one fight they can be maddening. It's a bit easier to overlook this shortcoming in four-player mode, so make sure you always play with friends.

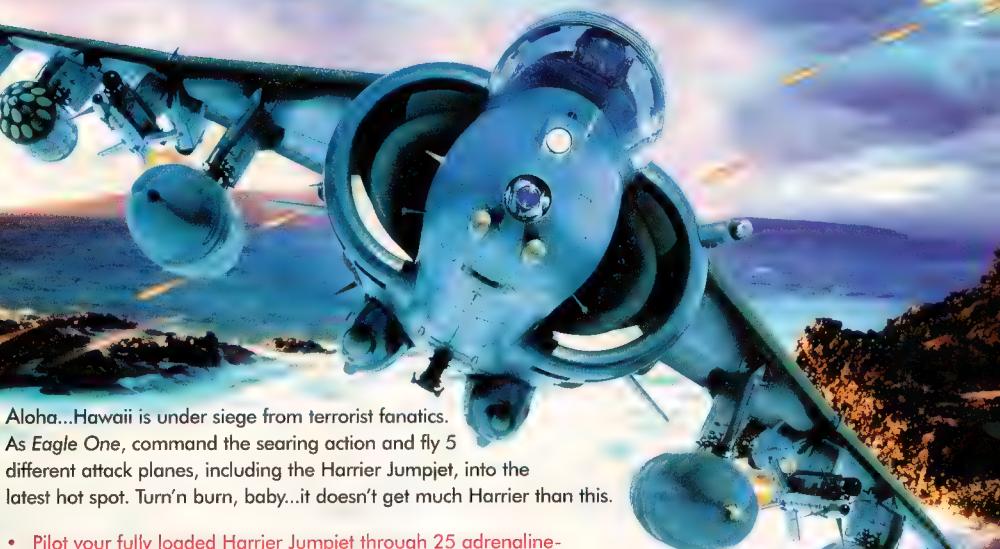
Casual gamers who are fans of the Wu-Tang clan will definitely love this game. Hardcore fight fans, on the other hand, may want to think twice before plunging in. For curiosity's sake at least, Shaolin Style is a recommended rental.

—Wataru Maruyama

EAGLE ONE

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Developer Hyperbole
Publisher Fox Interactive
Genre Adventure

The X-Files

A spooky quest worthy of the name



It's hard to know what to think about this game. On the one hand it's an old-school point-and-click adventure, somewhere between *Myst* and *Police Quest*. On the other hand... Well, it's an old-school point-and-click adventure.

To enjoy the game you have to be either an *X-Files* devotee or a fan of slow-paced adventures like those listed above. That doesn't make it a bad game, though—just one positioned in a rather specialized niche. Most of what it does, it does well: The game has a solid interface, an intriguing and multifaceted story, high-quality (though occasionally choppy) video and plenty of inside jokes and info for the observant *X*-phile. Heck, most of the acting is even good.

But the game suffers from many of the same problems that plagued similar circa-1994 PC adventures: The interface relies on easy-to-miss "hotspots," for one thing; for another, it's easy to get disoriented due to the use of first-person perspective and static photographic backgrounds; plus, the use of prerecorded video segments make the frequent conversations often seem goofy and unnatural.

Nevertheless, stepping into the shoes of an FBI agent is an experience no *X-Files* fan should miss; so it's worth a rental, at least. —*Joe Rybicki*



Armed with your trusty digital camera, you can take as many evidence photos as you like (left), and then peruse them from the computer at your desk.

Box Score

Pros

- Good story
- Solid interface
- High-quality video
- Good acting
- Lots to see for *X-Files* fans

Cons

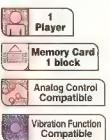
- Movement can be disorienting
- Dialogue seems unnatural
- "Hotspot" system can get frustrating



OPM Rating



Developer Human
Publisher AgeteC
Genre Adventure



Your character alternates between her two personalities throughout the game, including the violent, trash-talkin' 'Mr. Bates' (above).



Box Score

Pros

- Spooky atmosphere
- Adult themes and story line
- Multiple paths and endings

Cons

- Plain graphics
- Non-logical puzzles
- Gameplay not for everybody
- No Scissorman!



OPM Rating

Clock Tower II: The Struggle Within

Strictly for hardcore niche gamers

In most conventional senses *Clock Tower II* is a terrible game—weak graphics and sound plus frustrating gameplay—but like a cult movie it's redeemed a bit by its willingness to take risks and stand out from the mainstream.

You don't see 'King's Quest' point-and-click style adventure games too often anymore, and playing *CTII* is a good reminder why. Progress depends on performing specific actions that often have absolutely no logical connection with the result, so instead of thinking through puzzles you spend most of your time wandering around, trying random things you hope will trigger the next event. As for controls, mashing on the buttons to escape instant death is about as deep as they get.

But *CTII* does have other attributes that will make it very popular among a certain small segment of very patient gamers. The story line, dealing with supernatural curses, split personalities and gruesome murders, is more adult and 'out there' spooky than any PlayStation title yet. Branching paths and 13 different endings also ensure that the obsessive types who will enjoy this game the most have more than enough reason for heavy replay. Get it only if you really enjoyed the first *CT* or are willing to try something seriously flawed but unique.

—*Mark MacDonald*

BoonBots™



Get aliens have taken over the Earth. Boombots are here to stop them. Command 15 Boombots through 15 far-out arenas of real time 3-D fighting action!



NBA Showtime NBA on NBC

More of the same, but still fun

NBA Jam was Midway's first awesome action-sports game, and after the game's success, they went on to give similar treatments to NFL Blitz and Ready 2 Rumble. Finally, Midway has revisited basketball with NBA Showtime, and it's a homecoming that evokes mixed emotions.

If you liked NBA Jam, you'll probably really like this game—especially because there isn't much difference between the two: NBA Showtime is still a fast-paced, two-on-two basketball where high-flying, show-off dunks and long-range rainbow threes comprise a bulk of the scoring. There are a few new features; some of them are definite improvements such as the awesome player creator (where you win games to build your guy up), while others (such as the free-throws and fouls) are really questionable. For example, fouls and free-throws add a few wrinkles to the gameplay, but they don't seem entirely appropriate in this sort of game.

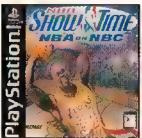
The biggest gripe I have is with the blurry 3D graphics. They aren't bad, but with only four players on-screen at the same time, Midway should have been able to clean them up. Showtime is still a fun game, but its formula is becoming a little long in the tooth.

—Kraig Kujawa

Developer
Midway
Publisher
Midway
Genre
Sports



Everyone
Sports



Once you hit three shots in a row, your player is 'on fire'. Too bad the fiery graphics (above) don't hold a candle to the arcade version.

Box Score

Pros	Cons
<ul style="list-style-type: none"> Great multi player game Easy to learn Fun player creation feature 	<ul style="list-style-type: none"> Smudgy graphics Not much new offered here Some teams don't have correct rosters



OPM Rating

Developer
Konami
Publisher
Konami
Genre



Everyone
Sports



The two-player Slam Dunk Contest (above) is the highlight of In the Zone 2000. There's nothing else quite like it in other basketball games.

Box Score

Pros

- Could be fun for casual basketball fans
- Fun and unique slam dunk contest

Cons

- Bare minimum amount of features
- No attention to detail
- Very little NBA atmosphere



OPM Rating



NBA In the Zone 2000

As mediocre as the NBA itself



Basketball games just don't come any more uninspiring than this, folks. For the past few years, Konami has refused to make the gameplay adjustments and feature enhancements needed to take this hoops franchise to the next level, and NBA In the Zone 2000 is further proof of that.

Everything about the game is just way too sloppy. From the ugly presentation to the awkward (and sometimes choppy) player animations, In the Zone really makes you wonder if it was rushed out the door. The game attempts to mix arcade-oriented gameplay with some simulation elements, and by doing so, it does neither very well. For example, you can call plays on the fly and substitute your players, but bread-and-butter things such as proper ball physics are messed up. These problems existed in past ItZ games and are flaws that any basketball fan could point out.

A couple years ago a game of this caliber could be considered pretty solid, but titles such as NBA Live continue to raise the bar, while In the Zone sits way below it. The only reason I could recommend this is the unique Slam Dunk Contest and fun Three-point Shoot-Out (better than Live), but as a hoops game, ItZ is starting to really age. —Kraig Kujawa



Developer Artech Studios
Publisher Hasbro
Genre Action



1 or 2 Players
Memory Card
Analog Control Compatible
Vibration Function Compatible

Q*bert

#@&?\$/ mediocre

Tome, the arcade version of Q*bert was best known for two things: the difficult controls and the foul-mouthed character who cussed undiscernably when he was "killed" by an enemy.

Whether you care or not, they're back in this updated Q*Bert, in addition to Slinky, that purple slinky-like snake who is just as lovably dumb as always—ever willing to leap off of the sides of a pyramid. Unfortunately, even the smartest players will often be frustrated with Q*Bert's controls—even with the analog support. Many times a slight misstep will send you over the edge of the cubes to your death, and all too often the weird playfield perspective makes navigating even more treacherous.

Some might consider this as being part of Q*Bert's unique gameplay formula, but to me, it's just plain annoying. On the game's easy level, you get enough lives to compensate for unforced errors, but it still grates on the nerves, and will make things frustrating for novice players. The design of the Adventure levels and the fun two-player mode are surprisingly enjoyable, but I found myself getting a bit bored and irritated after any extended amount of playtime.

—Kraig Kujawa



The two-player mode acknowledges the difficult game perspective by allowing you to rotate it (by hitting a camera block) so that you can blind your friend (above).

Box Score

Pros

- Faithful to original
- Good variety of game modes

Cons

- Control a bit rough even with analog
- Can get repetitive



OPM Rating



Developer Hasbro
Publisher Hasbro
Genre Action



After each set of levels, you get a chance to fire some missiles back at those alien troublemakers (above).

Box Score

Pros

- Lots of play modes
- Easy game for anyone to pick up and enjoy

Cons

- Graphics are average
- Nothing particularly impressive

OPM Rating



Missile Command

Still a megaton of ballistic fun

One of my favorite classic games was Missile Command because of the track ball that added an extra element of veracity to the game. While the PlayStation version is sans fancy trackball, it has more than enough other things to make up for that missing luxury.

The best thing about Missile Command is that it offers two different "revisions" of the gameplay: an improved 2D version of the classic and a fully 3D "Ultimate" mode of play. The "Ultimate" mode is enjoyable and does a great job of adding depth to a pretty simple game. For example, you must move your missile pods around to dodge incoming enemy fire, and after each group of levels you launch into space to fight the missile-firing mothership. Also, you even get to even upgrade your pods with the money you earn for protecting cities from nuclear destruction. There's something really humorous about that.

The graphics and gameplay aren't going to blow anyone away, but Hasbro has done a good job at improving Missile Command in many ways while remaining faithful to the original. This is one of the better retro games out there—Hasbro is on a roll.

—Kraig Kujawa



Developer

Publisher

Genre

Studio 33

Psygnosis

Racing

PlayStation

Formula One 99

The veteran racer returns for another go

T

he thing about Formula One games is, you either love them or you hate them. I happen to be quite a fan, so I was looking forward to the latest installment in this quality series.

Luckily, they haven't messed with a good thing...but they haven't improved it much, either.

The controls in the series have generally been solid, so there was no need to tinker with them, but enemy AI was always one of the weak links. It's nice to see that some improvements have been made here: The computer drivers seem to drive more naturally, and don't look like they are on a preset course. Unfortunately, they are still pushovers once you get the hang of the game. Still, as in previous versions, you are your own worst enemy, since the physics are right on the money, forcing you to drive with a delicate touch or find yourself spinning right back into the wall.

Graphically, the game looks cleaner, and the authentic detail on the course seems richer than before. The frame-rate is still not silky-smooth, but after a few races you don't notice it much. The two-player split screen frame-rate doesn't get sacrificed either, although some scenery pop-up is much more apparent. So while Formula One 99's improvements aren't incredible, Formula fans must still check it out.

—Wataru Maruyama



The two-player split screen (above) is well-done, and maintains a nice frame-rate. If you can find two people who really like Formula racing, this mode is awesome.

Box Score

Pros

- Clean graphics
- Lots of tracks
- All the official drivers

Cons

- Some draw-in problems
- High level of difficulty
- Not radically different from past versions



Developer Infogrames
Publisher Electronic Arts
Genre Racing



The one-player game is solid, but the multiplayer is where it's at. Two players are fun, but four players is a blast. Surprisingly, the frame-rate is good, but pop-up is a drag.

Box Score

Pros

- Cool rally cars
- Good controls
- Nice course designs

Cons

- Cars flip over too often
- Grainy graphics
- Annoying music



V-Rally 2: Need For Speed

Finally, a solid offering for rally fans



If you look at a particular back issue of OPM, you'll notice we didn't care much for the first V-Rally. What a difference a new engine makes! V-Rally 2 takes a huge cue from another very popular rally title (on a competing console) and delivers the experience the first one promised.

Car selection is varied, with your basic licensed cars and various custom kit cars—you can even try out the car right then and there, without having to go into a race to decide if the handling is up to snuff. The courses are well-designed, with realistic flourishes like uneven roads and challenging turns. It may seem that the turns aren't as extreme as in other racers, but when you start building up speed, you'll realize that it's more authentic.

The feature that tops the whole package off is the extensive range of multiplayer options. You can have up to four drivers take to the road with minimal loss in frames—although the environment pop-up (which is clear even in one-player mode) is very noticeable.

My main complaint is that the physics are a bit too touchy, as your car will flip quite frequently and usually over a small bump in the road. It's not nearly as bad as the first Rally Cross, but it is annoying. Other than that one serious issue, V-Rally 2 is good fun.

—Wataru Maruyama



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EVERYONE



Developer

Konami

Publisher

Konami

Genre

Sports

PlayStation

NHL BLADES OF STEEL 2000

1-4 Players

Memory Card Compatible

Analog Control Compatible

Vibration Function Compatible

NHL Blades of Steel 2000

The skates need a lot more sharpening

Here we go again: Another Konami 2000 sports game, another mediocre 2000 title. Even Blades of Steel's respectable lineage (it was an excellent 8-bit game) can't help this game break out of Konami Sports' lackluster funk. Blades of Steel attempts the same precarious arcade-simulation balance that its NBA counterpart (In the Zone 2000) tried. The results are unsurprisingly similar—a game that won't please casual or hardcore hockey fans.

The gameplay is fast and usually fluent, but not very realistic. The passing isn't very good and the computer artificial intelligence is just silly sometimes. Most of the player animations are nicely done, but sometimes they look a little awkward. The graphics are the most solid part of the game, even though they aren't nearly as detailed as the other hockey games. And what's with that ugly gray streak behind the puck?

Everything else about the game is incredibly lacking; the features and options pale miserably in comparison to other hockey games, not to mention the game is plagued by an ugly presentation, lame music and mediocre commentary. Suffice to say, if you want a good hockey game, don't bother with this, just go get FaceOff 2000 instead. —Kraig Kujawa



Call it nitpicky, but the large, circular orange marker that appears and disappears every time you have possession of the puck is really annoying (above).

Box Score

Pros

- Smooth frame-rate
- Good graphics

Cons

- Shallow features
- Crappy presentation
- Unrealistic play



OPM Rating

EVERYONE
E
CONTENT RATED BY ESRB

PlayStation



Developer
989 Sports
Publisher
989 Studios
Genre
Sports



Getting to the rim isn't very hard to do in Final Four, so you'll see this quite a bit (above).

Box Score

Pros

- Fast gameplay
- Deep features and options
- Shot meter

Cons

- Quinn Buckner's commentary is annoying
- Looks rough around the edges



OPM Rating

PlayStation



NCAA Final Four 2000

Good, but will it be the best again this year?

L

ast year's NCAA Final Four was the best all-around collegiate basketball game, thanks to its hearty amount of features and fun gameplay. This year, 989 Sports has improved upon all of these things, but the game still has enough weaknesses that leave the door open for someone else to steal the crown.

The best thing about Final Four 2000 is that it plays fast and is an easy game for anyone to pick up and play. Some of this speed may have come at the expense of the graphics, however. The players look rough around the edges, and sometimes their motion-captured animations look a little too canned as they momentarily pause before executing the next move.

Like most 989 Sports games, NCAA Final Four has just enough realism and features to make it a good simulation, but it still comes up a little short in some key areas such as artificial intelligence. The biggest problems I found are that defenders often let the offense drive right by them without any resistance and that it's way too easy to steal.

Final Four is still strong in spite of these faults, but if you can be patient enough, you should wait until March Madness 2000 can be reviewed before you decide which college hoops game to get. —Kraig Kujawa

Chef's Luv Shack

I'll take "Crap" for \$1,000, Alex

If ever there was a licensed game that could appeal only to the most mindlessly devoted fans of a license, Chef's Luv Shack is it. Take some woefully simple trivia questions, add a healthy assortment of arcade-classic knock-off mini-games, sprinkle in a generous helping of inexplicable load times, and you've got one forgettable game—or rather, one I wish I could forget.

The wacky trivia formula could work if either a) the trivia questions were actually challenging, or at least entertaining, b) the mini-games lasted longer and were less frequent (one pops up every third question or so), c) the question style didn't seem to try so hard to imitate *You Don't Know Jack!* or d) the freakin' game didn't need to pause to load every other screen. None of the above are true.

While the mini-games are marginally entertaining—in my opinion these would be more palatable on their own—they can't save the whole smelly package. If you're into trivia games, go for *You Don't Know Jack!* If you're into *South Park* (and it pains me to say this), go for *South Park*, the game. But unless you absolutely must own everything related to the series, stay away from this monster.

—Joe Rybicki

Developer
Publisher
Genre

Acclaim
Acclaim
Misc.

MATURE
AGES 17+
ESRB



1-4
Players
Memory Card
1 block



These mini-games (left) are by far the high point of this otherwise awful title.

Box Score

Pros

- Some of the mini-games are entertaining

Cons

- Asinine questions
- Mini-games distractingly frequent
- Ridiculous load times

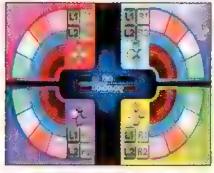
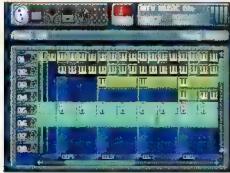


DPM Rating

Developer
Jester Interactive
Publisher
Codemasters
Genre
Misc.

PlayStation
MTV Music Generator

1-4
Players
Memory Card
1 block



The Jam mode (top right) allows up to four players to rock out with preselected sound clips, beats and melodies.

Box Score

Pros

- Incredibly powerful
- Reasonably simple to use
- There's nothing remotely like it for PlayStation

Cons

- Occasional bugs
- May be overwhelming for some



MTV Music Generator

PlayStation, or digital music studio?

T

his may very well be one of the most mind-bogglingly powerful programs (you can't really call it a game) that the PlayStation has to offer. In fact, I'm frankly astonished that anyone could manage to cram such a hearty music creation tool onto the platform, and make it accessible to the average user.

MTV Music Generator is a fully functional MIDI and digital audio sequencer which allows you—if you possess the time, patience and rudimentary music knowledge—to create entire musical compositions from scratch, painstakingly plotting them out note by note.

But don't let that frighten you; most folks won't make use of this ability due to the expansive selection of instrument samples, drum loops and riffs packed onto the disc (and here's the kicker: You can even sample snippets straight from your own CDs). A surprisingly intuitive interface makes putting all these elements together a relatively simple task. Once finished with a song you can even add a video track to set the mood. And a four-player Jam mode offers a quick fix with preset samples and beats.

The game does seem a little buggy, and may be a bit too complex for some, but don't let that stop you from giving it a try. —Joe Rybicki

Mission: Impossible

A poor-man's Syphon Filter



Comparisons between *Mission: Impossible* and *Syphon Filter* are inevitable and entirely justified. Both espionage/adventure games look similar, have comparable mechanics, and combine stealth elements and all-out action—the big difference is *Syphon Filter* does it all a lot better.

A few fixes to the controls—let the player strafe anytime, change the weapon selection system, give jump its own button and tighten the movement in general—could have improved the feel of *M:I* tenfold. As is, even the basic moves are a pain, and precise control is out of the question. Graphics also badly need polishing: Jagged polygons, simplistic models and wildly uneven frame-rate make this game look like a rushed port (I'd just say it is a rushed port, but since this *Nintendo 64* version has been out for over a year I could hardly call it rushed).

But I can't completely slam *M:I* for one reason: The missions kick ass. Planting bombs, infiltrating enemy compounds in disguise, rescuing and escorting agents out of enemy prisons—they give the game the same *007*-esque excitement of the movie. It's not enough to redeem the rest of the game, but it is enough to keep fans of this genre playing despite all the other problems.

—Mark MacDonald

Developer X-ample
Publisher Infogrames
Genre Adventure



The missions are the one really great thing about *M:I*. You often have to find and wear a disguise to infiltrate enemy territory (above).



Box Score

Pros

- Cool missions
- A long game with two difficulties
- Lots of good voices

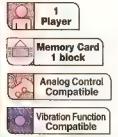
Cons

- Rough controls
- Choppy frame-rate and some bad graphics



OPM Rating

Developer Eurom
Publisher GT Interactive
Genre Action



The FMV sequences (above) are very well-done, with good voice work and Disney-esque characters kids should love.

Box Score

Pros

- Good level of challenge
- Fun, memorable characters
- Lots of moves and mini-games

Cons

- May be too difficult for really young children
- Some minor control and camera issues



40 Winks

A kid's game that doesn't play like one



It's a sad fact of life that most kid's games suck. Combine shoddy graphics with gameplay you can find at the bottom of a cereal box, slap on a big name license and voilà. *40 Winks* proves it doesn't have to be that way—it's simplified for younger gamers, sure, but still with all the gameplay and graphics of a "real" game.

The overall game is basically a variation on the *Mario 64/Gex 3D* platformer formula—gather items as you explore different levels branching out from a central hub. The controls are also familiar: you can punch, jump, slide, butt-stomp, and swim, plus transform into other characters (ninja, caveman, jester, etc.) that allow even more abilities. Simple puzzles (mostly pushing buttons and throwing switches) and traps keep the game interesting, and should provide a good level of challenge for the intended 7- to 10-year-old audience. Graphics are solid and smooth, with good lighting and special effects sprinkled throughout the cutesy, cartoonish world. The few problems *40 Winks* has are common 3D platformer blunders—some sloppy camera movement, controls could use a little tweaking—but nothing too serious.

If your youngster finds most children's games insultingly easy or boring, *40 Winks* is the perfect title for them.

—Mark MacDonald



OPM Rating

K-1 Grand Prix

The fighting illusion continues

It's hard to believe, but this is the third K-1 game released in the U.S. It's reassuring to know that there are people who are nuts about the game other than myself. The series earned a reputation by being very realistic, with one-punch knockdowns and brutal matches that mimic the actual bouts. Not much has changed, although the lengths of the matches seem to resemble boxing fights rather than K-1 contests. It does make for more of a challenging video-game experience, but die-hards may dislike the fact that quicker matches are a thing of the past.

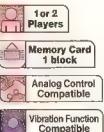
The brutality is still intact, and now it's depicted with greater detail: The character builds are the biggest they've ever been and they animate a whole lot better than before. A hook kick to the face actually knocks the opponent's head in that direction, making for some nasty replays.

Perhaps the biggest improvement is the enemy artificial intelligence. The computer now sidesteps a lot and generally will look for openings in your attacks. You also can't cheap combo your way to victory anymore.

Unfortunately, the same things that held back previous versions are still intact. The overall graphics are very bland and the animation needs much more work. Grand Prix is the best that's come from this series, but newbies should be warned that the game has its own peculiar quirks.

—Wataru Maruyama

Bass Rise



Developer
Bandai
Publisher
Bandai
Genre
Sports

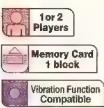


Bandai throws their lure into the crowded PlayStation fishing pond and comes out with a decent-sized fish. Bass Rise features ambitious 3D water effects and immersive sound that set it apart from the others in this genre. The game is geared toward a more arcade-style play, although the lure selection is among the deepest yet. The versus play is a nice touch, and the game supports dual analog and vibration. The thing that brings down the game is actually one of its key features: The water effects make the PS do more work than it really can, resulting in a jerky frame-rate and messy polygon dropout. The game isn't all that challenging either, with the biggest thrill coming from mastering all the different lures. For enthusiasts only.

—Wataru Maruyama



Developer
X-ing
Publisher
Jaleco
Genre
Fighting



It's nice when two fighters can take a break from the kicking and gouging to share a hug (above).

Box Score

Pros

- It's K-1 baby!
- One of the few realistic fighters out there
- 16-player tournament

Cons

- K? what?
- Not for the average fighting fan
- Animations are quite ugly



OPM Rating

Shadow Tower



Developer
From Software
Publisher
Agetec
Genre
Action/RPG



There are plenty of bad games, but only a special few can be considered truly horrible; Shadow Tower is one of them.

Pretty much every aspect of this game has problems. The graphics are slow, blocky, choppy and glitch-off-rific. Combat consists of: 1) run up and attack 2) back off and wait a moment 3) repeat 1 and 2 until bored out of your mind (should take about 45 seconds). There's no background music at all, and the sound effects are goofy, repetitive and generally just annoying. The controls suck (no Dual Shock support in a first-person game?), the loading times are noticeable—even menu navigation is a pain. Only masochists and freakishly loyal King's Field fans should even consider renting this pile; everyone else stay the hell away. —Mark MacDonald



SuperCross Circuit

Motocross: the new snowboarding!

Why is it that when a genre trend gathers steam every company feels they need to release a similar title? Fishing is having a good run, but it seems motocross will soon overtake it as the hot genre of the moment. Luckily, SuperCross Circuit distinguishes itself by providing some of the fastest racing action around, while offering a great level of challenge.

The best feature for me has to be the track editor, which you can spend hours on—though I do wish they weren't as restrictive on the type and length of the tracks. The career mode is also a nice touch.

But the biggest hurdle I had to overcome with this game was where the camera was situated behind the rider. It's just too close for this type of racing and makes it hard to adjust to the speed. This wouldn't be much of a problem if the tracks didn't look so blocky and the frame-rate was higher, but no such luck. The other big problem is that, though the game is set for a more arcade-like feel, the way you can bang into other bikes without penalty takes away from the whole motocross experience. A little more realism would have gone a long way.

Although I could live without any more motocross games, SuperCross Circuit is a solid title that will surely spawn future editions that will be much better. For now, you should check out what all the fuss is about before it passes you by.

—Wataru Maruyama

Arcade Party Pak

Developer Digital Eclipse
Publisher Midway
Genre Misc.



100% COMPLETE
1-4 PLAYERS
TEEN
PlayStation

This is an interesting compilation pack, to say the least. None of these games are really classics, but they were popular in their heyday, and most of them are fun multiplayer games as well.

I was surprised to see how well some of these games have withstood the test of time. The action-packed Smash TV is by far the gem of the package; it is absolutely a blast with two players, and Klax is considered by many to be one of the most overlooked puzzle games. The rest of the lot—Rampage, Toobin' and 2-Are decent, but they easily pale in comparison to the aforementioned two.

Between those two games and some of the interviews with the designers, this is well worth the money if you don't mind really outdated graphics.

—Kraig Kujawa

Developer Idol Minds
Publisher 989 Sports
Genre Racing

EVERYONE
E
PARENTAL
ESRB



1 or 2
Players
Memory Card
1 block
Analog Control
Compatible
Vibration Function
Compatible



The split-screen action (above) doesn't miss a beat—or a frame, for that matter. Little is sacrificed.



Box Score

Pros

- Fast racing action
- Challenging
- Track editor

Cons

- Grainy graphics
- Dizzying camera position
- Low on the realism scale



OPM Rating

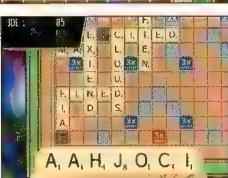
Scrabble

Developer Runecraft
Publisher Hasbro
Genre Misc.

EVERYONE
E
PARENTAL
ESRB



1-4
PLAYERS
Memory Card
1 block



For any video adaptation of a board game, the same principle applies: If you love the board game so much that you want to play it by yourself, it's a good choice; but if, like most people, you enjoy these games more for the human competition, you're better off playing the actual game.

That said, Scrabble is an adequate package. You can play against up to three computer opponents of varying difficulties—and the higher level AI has a downright nasty vocabulary. The game also includes Solitaire and Tournament modes.

But it really is a poor substitute for the real thing when you add human players to the mix. The interface isn't terrible, but it's too complex to endure if the real thing is an option, making this a game that's basically for loners only.

—Joe Rybicki



The Most Hardcore Resident Evil of All

Following hot on the heels of *Dino Crisis* comes the latest entry in Capcom's flagship survival horror series, *Resident Evil 3: Nemesis*. Even though *Nemesis* is more of a side-story to *Resident Evil 2* than an actual sequel, it's still packed with all of the chills, thrills and spills (usually from a zombie's decapitated head) that fans of the series have come to expect. And while *RE2* focused mostly on furthering the overall *RE* storyline, *Nemesis* leans more toward enhancing the gameplay. In fact, the "Hard Mode" is easily the most challenging of all *Resident Evil* adventures thus far. The question is: Are you hardcore enough?

RESIDENT EVIL 3 NEMESIS

Art by Norman Felche for Idea & Design Works
Not affiliated with Capcom



GAMEPLAY TACTICS

DODGING & PARRYING

New to Resident Evil 3 is an improved control system that includes the ability to dodge nearly every attack in the game. While it is theoretically possible to do this, the method that they give you in the manual doesn't always work. I found that by just mashing on the d-pad (while pressing the weapon button) you'll get some impressive results. Sometimes you'll parry the attack, and sometimes you'll get eaten—Both are fun.



(AND EXPLOITS!)

CONSERVE YOUR AMMO

If any of you hardcore gamers remember the original Resident Evil, the first thing that should pop into your mind is that ammunition wasn't exactly easy to come by. In the second game, ammo was much more abundant. In Nemesis, ammunition management is the last thing you should worry about. With the overwhelming amount of available gun powder, even morons will have rounds of ammo left at the end of the game.



EXPLOSIVE USAGE

Most of the time, explosives boxes are placed near large groups of enemies (making it easy for you penny pinchers to take them out with a single shot). The explosives WILL kill you if you get too close after blasting them, so be extra cautious when you see these laying around. It's advisable to shoot the ones that are just sitting there so you won't accidentally hit one in the middle of a heated battle.



SEQUENTIAL SAVING

Unlike previous RE games, Nemesis offers many points where you need to make key decisions that influence the rest of the events in the game. Most of the time, these will pop up with little or no warning, so the best technique is to save OFTEN. If you use even just a little bit of common sense, you'll be fine when it comes to Ink Ribbons (they put them all over). Of course, if you're going for a high ranking, you may want to ignore this tip.



HERB MIXING CHART



Green Herb: A common herb that restores 25% health



Blue Herb: Cures poison (definitely handy)



Red Herb: When mixed with a Green Herb, heals 100%



Green+Green: Restores 50% health (quite useful)



Green+Blue: Heals 25%, also cures poison (worthless)



Green+Red: Restores 100% health (best value)



Green+Green+Green: Also restores 100% health (rip-off)



Green+Red+Blue: Full health, poison cure and invulnerability

If you've played any of the previous RE games, you'll be familiar with mixing herbs. If you haven't, then use this chart as a crash course. The best technique is to wait until you have enough herbs to make a whole slew of the G+R+B herbs, since carrying one of them grants you 100% health replenishment, cure if you're poisoned, and a brief patch of invulnerability. Now that's what I call "value."



ULTIMATE POWDER CHART

You'll need to know some basic rules when mixing gun powder (like how NOT to blow off your hand). This list was formulated on the HARD difficulty setting, which is actually the "real" version of the game. Make sure to read the basic "do's and don'ts," and remember to use the chart below it as a reference.

DO

- 1 Mix powder only when you absolutely need to.
- 2 Combine powder of the same type to receive greater amounts of the desired bullet.
- 3 Make lots of Shotgun Shells! They offer the best bang for the buck (A+A+B works well).
- 4 Make small amounts of Grenade Freeze Rounds. They work great against the Nemesis.

DON'T

- 1 Make bullets as soon as you find powder. It's better to save the powder until you run low on ammo.
- 2 Make any sort of Handgun Bullets (they're worthless).
- 3 Experiment to find "wacky" combinations. I made this list so you wouldn't have to!
- 4 Waste time trying to make "special" rounds.

NORMAL MIXTURES

Power Type

Gun Powder A

Gun Powder B

Gun Powder C (A+B)

Gun Powder AA

Gun Powder AAA

Gun Powder BBA

Gun Powder BB

Gun Powder AAB

Gun Powder BBB

Gun Powder AC

Gun Powder BC

Gun Powder CC

Gun Powder CCC

Results

15 Handgun Bullets

7 Shotgun Shells

10 Grenade Rounds

35 Handgun Bullets

55 Handgun Bullets

66 Handgun Bullets

18 Shotgun Shells

20 Shotgun Shells

30 Shotgun Shells

10 Fire Rounds

10 Acid Rounds

10 Cold Rounds

24 Magnum Rounds

SPECIAL MIXTURES

Handgun & Shotgun Shells

You've probably noticed an interesting section in the Game Instructions Manual entitled "Mixing Level Improvement." Not only can you get better at mixing powder, you can actually create unique ammo called "special ammo." Below are the results of my mixing experiments.

Mixes

Powder A (By Itself)

Powder B (By Itself)

1-3 15 standard

7 standard

4-6 17 standard

8 standard

7 20 standard

9 standard

8-11 20 standard or 17 special

9 standard or 8 special

12-14 23 standard or 20 special

11 standard or 9 special

Resident Evil 3 has several "random" aspects to it that cannot be truly explained or detailed. Certain item locations change, as do some of the puzzle solutions, so don't freak out if a certain item isn't there. I tried to only list the ones that appear on a regular basis.

A The Uptown Area

① Run past the first zombie (save your ammo) and proceed over to the small crate to see a short cinema.

② Once you're inside the warehouse with the Fat Guy (later to be known as Dario), grab the First Aid Spray in the corner and open up the safe to get the Handgun Bullets x30. Head up the stairs and go into the save room. Grab the Warehouse Key, the Ink Ribbon x3 and the Gun Powder A x2. Store most of your stuff, then head out to the door at the other end of the warehouse.

③ Head to the alley and shoot south past the small group of Zombies. Dash through the door beyond the blue rack, open the closet door (once on the wooden floor), and take care of the Zombies inside. Head down the steps to grab the Lighter Oil and the Shotgun.

④ Make your way back upstairs and grab the Green Herb x2, then head down the small flight of stairs and go through the door. Wrap around past the front of the restaurant and dash up the fire escape to grab the Red Herb x2. Run back down the steps and go through the door at the end of the hallway.

⑤ Head down the steps and help the soldier who's surrounded by maniac Zombies (as if there's any other type). Blast the nasty little buggers, and follow him down the hallway.

⑥ Head down the steps and help the soldier who's surrounded by maniac Zombies (as if there's any other type). Blast the nasty little buggers, and follow him down the hallway.

MAKE A CHOICE

Fight the Monster

Enter Police Station

If you choose to fight him right off the bat, look to expand just about all of the shotgun ammo that you've made thus far. I highly recommend that you avoid this fight the first time through the game, because the Nemesis is one tough cookie. When you beat him, you'll get the Eagle Parts A. Also, don't forget to search for the S.T.A.R.S. Card on Brad's decimated body.

Enter the Police Station and know that you'll miss out on getting the Eagle Parts A (you can grab them at a later time, but it'll probably be too late in the game for them to be of much use). You'll also need to run around a bit more once inside the Police Station itself (you won't get the S.T.A.R.S. Card from Brad, so you'll have to go get it in the meeting room). This choice is easier, but there is less reward.

COMPLETE WEAPON CHART

ITEM

COMMENTS

	Combat Knife Location: In your "toy box" at start Damage: Useless Attack rate: Very slow Ammo type: N/A Max capacity: N/A
--	---

Get through the game using only the knife and I'll give you a million dollars. OK... maybe not. But it doesn't change the fact that this thing is COMPLETELY worthless.

	Beretta M92F 9mm Location: Jill's default weapon Damage: Minimal, but useful Attack rate: Very slow Ammo type: Handgun Rounds Max capacity: 15
--	--

The handgun has been the same since the first RE game—useful in the beginning, but useless at the end. Use up your initial group of rounds, then put it aside.

	SIG Pro 9mm Location: Nicholai's weapon Damage: Minimal, but useful Attack rate: Very slow Ammo type: Handgun Rounds Max capacity: 15
--	---

Damages and controls just like the standard Beretta. Note: It's only accessible when playing the Mercenaries game with Nicholai.

THE WALK-THROUGH

B The Raccoon City Police Station

① Enter the bar, and you'll find out that the orange vested soldier is indeed Brad Vickers (from RE, and to a lesser extent, RE2). After the short cinema, grab the Lighter beneath the pay phone and the Handgun Bullets x30 below the cash register. Combine your Lighter with the Lighter Fluid when you get the chance (this makes it operational).

② Head out the front door and wrap around the boutique (which you can't access until your second time through). Run straight to unlock the door for a future shortcut, then head down the dimly lit hallway. Use the Lighter on the oil-soaked rope to gain access to a new area. As you do, make sure to use the oil drum to take care of the horde of Zombies that comes crashing through the barricade. If you decide to kill all of the Zombies, search the area for a Red Herb.

③ Jog past the fire and get the jump on the Zombie Dogs that come whipping through the flames. A couple dodge moves should get you past them. Run into the save room and grab the Gun Powder A and Gun Powder B. This is a good place to save your game if you haven't done so already.

④ Head past the book shop and into the Raccoon City Police Station. Right as you do, you'll be treated to a cinema and your first encounter with the Nemesis.

⑤ Blast your way through the next room and exit through the back. Get the Blue Gem from the drawer, then head around and unlock the safe with the four digit code you got from the computer up



Grab the code from the computer at the main desk.

⑥ Continue by grabbing the Handgun Bullets x30 from the table near the computer. Next, proceed to the only door that's not blocked off with boards.

⑦ Blast your way through the next room and exit through the back. Get the Blue Gem from the drawer, then head around and unlock the safe with the four digit code you got from the computer up

C The Uptown Area (part 2)

⑧ Use the Lockpick on the door, run down past the barrel and search the dead soldier's body. Grab the Handgun Bullets x30, and run into the next hallway. There's usually a decent supply of Green Herbs here (between one and three), so don't forget to grab some. Three Zombie Dogs'll come blasting out of nowhere in the next room, so hit 'em quick and hit 'em hard. Search the dead man behind the bus for a jar of Gun Powder B and head through the door.

⑨ Take the Power Cable from the car parked in the corner, and enter the save room. Sometimes there are Zombie Dogs in this room, and sometimes there aren't. Be prepared...

⑩ Grab the Handgun Bullets x30, and the Ink Ribbon x3. This is another good point to save your game (there's some tricky stuff coming up). Keep the Lockpick in your inventory, and head out the door.

STATS AND INFORMATION

ITEM

COMMENTS

	STI Eagle 9mm Location: Get from Nemesis Damage: Minimal, + critical hits Attack rate: Moderate Ammo type: Handgun Rounds Max capacity: 15
---	--

You'll get critical hits every so often (5% of the time), killing Zombies on the first shot. Otherwise, it's the same as the previous two handgun—mediocre at best.

	S&W .44 Magnum Location: Power room locker Damage: Very high Attack rate: Moderate Ammo type: Magnum Rounds Max capacity: 6
---	---

One-shot kills on tougher enemies (including Hunters, Spiders, etc.), make it the choice of champions on subsequent trials through the game.

	Benelli M39 Shotgun Location: Dead body near beginning Damage: Moderate, + spread damage Attack rate: Very slow Ammo type: Shotgun Shells Max capacity: 7
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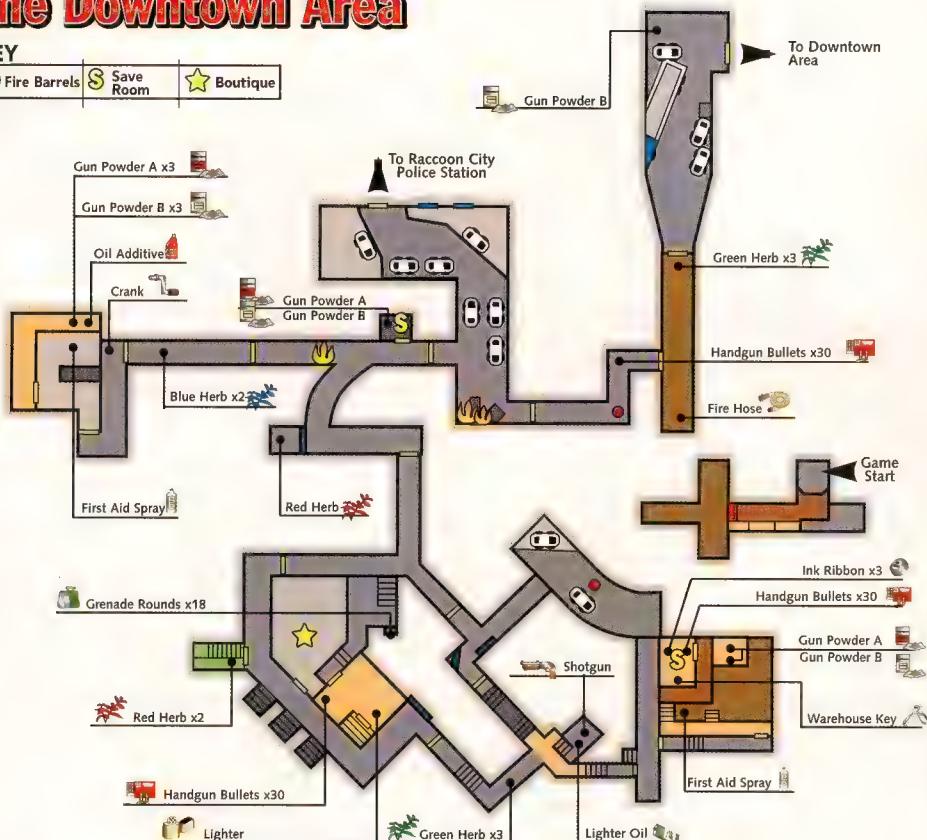
Spread damage means that you can take out more than one enemy with one blast. If Zombies are lining up, this weapon is your best choice as a room-clearer.

Look to the regular walk-through for detailed locations on all the weapons listed above. Note that certain weapons can be found as secrets in the game itself. OR be bought in the Mercenaries game (Operation Mad Jack). See the Mercenaries sidebar at the end of this guide for more details on how to get them.

The Downtown Area

KEY

- Fire Barrels
- Save Room
- Boutique



115 January 2000

Complete Weapon Chart (cont.)

ITEM

COMMENTS



Western Custom M37	A riot to play with, although not quite powerful enough, it shoots extremely fast and does massive spread damage due to its ultra short barrel.
Location: Get from Nemesis Damage: Moderate, + spread damage Attack rate: Fast Ammo type: Shotgun shells Max capacity: 6	



HK-p Grenade Launcher	Massive damage, and quite the selection of rounds to play with. Try making both Acid and Freeze rounds, since they work the best for what they cost (powder-wise).
Location: Locker in S.T.A.R.S. Office Damage: High Attack rate: Slow Ammo type: Any Grenade rounds Max capacity: What you can hold	



M4A1 Assault Rifle	You can get this for \$2,000 in the Mercenaries game. Great against hordes of zombies, but crappy against any of the fast moving enemies.
Location: Carlos' weapon, Merc. game Damage: Very low Attack rate: Selectable Ammo type: N/A Max capacity: 100%	

STATS AND INFORMATION

ITEM

COMMENTS



Mine Thrower	Great for use in groups of zombies, but utterly useless with any other sort of creature. A neat idea, but not practical enough to carry around at all times.
Location: Dead body in Clock Tower Damage: Moderate to high Attack rate: Slow Ammo type: MT Rounds Max capacity: 6	



Gatling Gun	It's a great weapon, but it takes a while to get spinning (like the minigun from RE2). Once you get it going, though, nothing will stand in your way for long...believe me.
Location: Mercenaries game Damage: High Attack rate: Very fast Ammo type: N/A Max capacity: Infinite	



Rocket Launcher	The RL has the best stopping power of any weapon, and is absolutely essential for fighting the Nemesis (one-shot kills). Buy it in the Mercenaries game for \$4,000.
Location: Locker, Mercenaries game Damage: Ultra high Attack rate: Very slow Ammo type: N/A Max capacity: 4, 8, Infinite	

Look to the regular walk-through for detailed locations on all the weapons listed above. Note that certain weapons can be found as secrets in the game itself. DR can be bought in the Mercenaries game (Operation Mad Jack). See the Mercenaries sidebar in the back of this guide for more details on how to get them.

C The Uptown Area (part 2 cont.)

④ You'll probably fight a couple more Zombie Dogs out here, so get ready to either whip by or blast them. The next room will be your first encounter with the Brain Suckers (the arachnid-looking beasties), so have your toughest

weapon equipped, and get ready to jam on the buttons for some dodge/party action! The best technique is to attack from afar with Grenade Rounds, but if you don't have any, just use the shotgun.

D The Downtown Area

① Go to the restaurant, flying past the Green Herb x3 and the Bronze Compass puzzle (worry not, you'll deal with this later). Grab the **Gun Powder A** and run back into the kitchen area. Use the Lockpick on the small locker and grab the Fire Hook.

MAKE A CHOICE

Run to the Basement**Hide in the Kitchen**

If you choose to run and hide in the basement, a large water leak will spring and the passage will begin to fill up. Quickly run to the end of the hallway and check the wall opposite of the freezer door. Carlos will come to boost you through the small passage. You'll end up out in the hallway near the barber shop.

③ Run up past the barber shop and into the save room. Grab the **Rusty Crank** and the **Shotgun Shells x7**. Leave, and continue through the door and around the corner.

④ Make your way past the wrecked cars and enter the newspaper building. Grab the **First Aid Spray** and the **Ink Ribbon x3**. Nudge the ladder until it's lined up with the switch up above the pop machine. Then, activate the power switch by climbing up top. Run down to the fire shutter, and access the panel to open up the door and gain entry to the office.

⑤ Once you're in the office area, grab the **Green Gem** and the **Gun Powder A x2**. Head back down to the city hall entrance to use both the Green and Blue Gems on the clock near the gate. The gate will unlock and you can now enter the city hall area.

When you hide in the kitchen, Jill will throw the lantern at the propane tanks to knock the Nemesis down (Grab the **First Aid Pak x3** from him). You'll still have to fight him, though, so get ready. He'll stand up when you're about to leave the restaurant, so it's best to just equip some powerful ammo and let loose right in the eatery itself.

⑥ Proceed to the park area and head left up at the fork. Wander through the alley and grab the **Green Herb x2** before heading through the gate. Run past the small fire and over the crate, then go the rear of the trolley car. Enter to find Nicholai and Mikhail. After talking with them, you'll have a quick chat with Carlos. He'll give you the **Assault Pack** (which increases your maximum item capacity by two), and then you should proceed to the front of the trolley car so you can grab the **Wrench**. Unlock the front door and leave.

⑦ Make your way back to the entrance of the city hall area and pass the green door. Zombies will be flowing out like water, so do your best with the shotgun to rack up multiple hits per shot. Run up to the statue and grab the **Bronze Compass**.

D The Downtown Area (cont.)

⑧ You'll need to backtrack quite a bit. Pass the barber shop and head north to the area with the **Bronze Compass**. Once there, you'll need to place the **Bronze Book** in the first slot before you can run up to the **Bronze Compass** from the second slot (I know they're mentally challenging you now).



⑨ Now, head back to the city hall entrance once more. Go to the statue of Michael Warren and place the **Bronze Compass** in his hands to reveal a **Battery** (remember the elevator that needed power?). Take it and run past the barber shop into the room with the elevator.

⑩ Place the **Battery** in the elevator, then ride to the lower level power control area. There are a lot of Zombies down here, so bring some ammo or it will be a short trip. Search the corpse to reveal a jar of **Gun Powder A**, then

head over to the far corner and enter the door.

⑪ Sometimes there are Brain Suckers (those darned arachnid beasties) waiting inside the small passageway; sometimes there aren't. Prepare for the worst (as always) and assume that there will be. In other words, pack some serious heat if you plan on getting through this room with no troubles. There are usually some **Red Herbs x2** here, but sometimes they magically disappear. Another one of those freaky random things...

⑫ Enter the power room and activate the power generator with the startup switch first (a separate machine toward the center of the room). Then, run over to the main control box to encounter your first *real* puzzle. This one is frustrating, so here's the quick solution:

Door #1: Red, Blue, Blue, Blue

Door #2: Blue, Red, Blue, Red

In the first room lies the **Fuse**, and in the second room will be either the **Magnum** or the **Grenade Launcher** (depending on which one you got in the S.T.A.R.S. office earlier). When you exit the first room, you'll be faced with another frenzied decision.

MAKE A CHOICE

Head to Emer. Exit**Increase Electricity**

You'll quickly dart to the back of the room and open up an extra passage that leads out into the main area that you just came from (bypassing the Zombies altogether). The downside is that you'll have to go back for the weapon in the second room, killing all the Zombies with whatever ammo you have left anyhow.

⑪ You may choose to do neither, and just fight the Zombies straight up, but we all know that would be a *major* waste of ammo, now wouldn't it...

⑫ Leave the room, and get ready for one of two things. Sometimes (very

unlikely), the Nemesis will appear on the roof of a nearby building and begin heaving rockets at you. There is no choice but to run, so be quick! Most of the time, he won't show up and you'll be able to just waltz right back up to the elevator.

⑬ (Part 1) **FIGHTING THE NEMESIS**

Your First Game

• The first time through the game, I highly recommend running from the Nemesis every chance that you get. If you plan on playing through RE3 to get each and every secret, you'll have plenty of time to play with him in one of your subsequent games (see you **Eighty** completions?)

• Sometimes, you'll have no choice but to fight him. This is when you'll need to bust out the **Magnum** or **Grenade Launcher**, and go nuts. The **dodge** command will be key, so jam on the buttons and hope that you're able to dodge his impending grasp of

you. If he does manage to grab you, you're in trouble (35-45% damage). When he throws you down, you'll need to pound on the buttons to try and get up as quickly as you can. If you just lay there, he'll pick you up and repeat the process indefinitely. Being thrown into the "loop" is quite frustrating when fighting the Nemesis, and unfortunately, there is no "tech-roll" to let you get out of it.

• Also, try to use terrain to your advantage. Remember that the Nemesis cannot follow you into save rooms. Keep yourself fully healed!

Any Subsequent Game

• Upon your first completion of RE3, I recommend spending some time in Operation Mad Jackal to grab the **Infinite Rocket Launcher (IRL)**. It costs \$4,000, which should only take about three to four hours to earn.

• Carry the IRL at all times and be prepared to equip it at a moment's notice. Just let the Nemesis get right up and personal with ya', and fire! Wait until he gets up again, and let another one fly. He NEVER takes more than two rockets to kill.

• Once in a while, the Nemesis uses his hyper-molecular ability to dodge your rockets. To prevent this, always shoot at him up close.



Buying yourself the Infinite Rocket Launcher is the best thing you could ever do, seeing as it only takes two direct hits to drop the Nemesis for good. Although the M-4 Assault Rifle and Gatling Gun look appealing, the Rocket Launcher is a much better buy for the money.

E The Uptown Area (part 3)

1 Backtrack through the parking garage, pass the wrecked bus scene and head straight to the end of the next hallway. Get the **Fire Hose** by using the Wrench, then head through the first door to your right. Backtrack a bit more (toward the beginning), and you'll encounter that flashing panel that's built into the wall. Use the **Fire Hose**, and Jill will put out the nearby fire. Now you can proceed down the hallway and through the door.

2 Head down the hallway and grab the **Crank**. There will be two **Brain Suckers** here, but there also happens to be an explosives box hooked to a nearby wall. You can try to get a clear shot on the box when the two creatures are close to it, but it's highly unlikely and you're better off just blasting them with conventional methods. Enter the double door when it's all clear.

3 Talk to Nicholai and head to the desk to grab the **TV Remote**. Use it, and watch the commercial to write down the code for the computer (it's usually Sapsprin, or Adriavl, but I've seen others). The code is random, but it's easy to just type it in and be on your way.

4 Head through the door and grab the **Oil Additive** on the end of the shelf. Sometimes there is **Gun Powder A** x3

and **Gun Powder B** x3 on the nearby ledge. Hope that they're both there! Head back to the hallway for a short cinema.



Have 'em bunch up, then let loose on the steam wheels. Steamy!

5 When the **Zombies** start pouring in, shoot the valves to release steam and rip them to shreds (it's a much better method than wasting tons of ammo). Wait until there's a whole pile of them lined up, since the steam only lasts for a few short seconds.

6 Once you're upstairs, check the cabinet near Nicholai's PC to find a **First Aid Spray**. Leave the building and head back to the city hall area once more. On the way back, you'll fall in a hole and be confronted with a choice.

MAKE A CHOICE

Climb Up

Jump Off

This choice is really quite silly. Just climb up and the boxes will miss you and fall into the hole. You're not missing anything by doing this, so don't sweat it.

If you happen to be like a **Ninja Turtle** (remember them?) and have a thing for sewers, jump down and see if you can find some weeds...

7 It really doesn't matter which one you pick, although I prefer to just climb up and be on my way. By going down, you'll just have to run through some murky sewage and run back past the bus once more. What a drag...

8 Stop off at a save room on the way back and grab the **Rusty Crank** and

Power Cable from your toy box (also bring the **Oil Additive** and the **Fuse**). This is also a great time to grab an **Ink Ribbon** and make a save if you haven't done so in a while. Once through the main gates of the city hall area, head down to the fork in the path and take a right. This heads straight into the gas station...

FIGHTING THE NEMESIS

Nemesis HP Chart

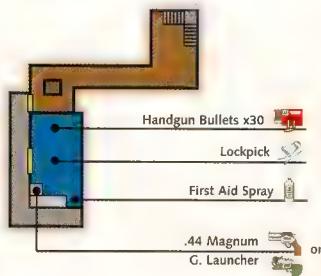
OK, so certain stats on this chart really aren't all that helpful. Who in their right mind is really gonna try to kill the Nemesis with the **Combat Knife** (besides me)? Just look at the chart below and know that we tried every weapon combination in the game to see what he was weak against, and we came up with some pretty impressive (and accurate) results. Have fun with it. 'cause we didn't!

Combat Knife	100*	Flame Rounds	12
Beretta, Eagle Handgun	48-50	Freeze Rounds	10
Handgun (special bullets)	30-32	S&W .44 Magnum	14
Benelli Shotgun	24-26	M-4 Assault Rifle	100-120
Shotgun (special bullets)	18-20	Mine Thrower	16
Grenade Rounds	16	Rocket Launcher	2
Acid Rounds	14		

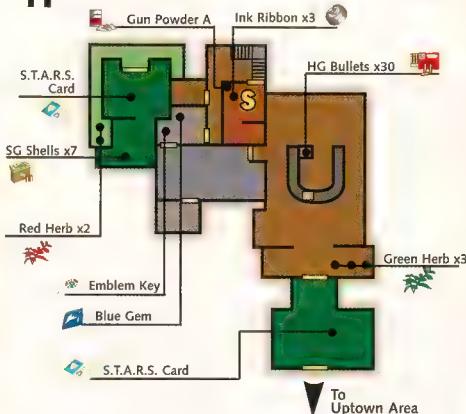
The knife was the only weapon we weren't able to kill the Nemesis with. The number stated above is purely an estimate based on how far we got with him.

The Police Station

2F



1F



KEY

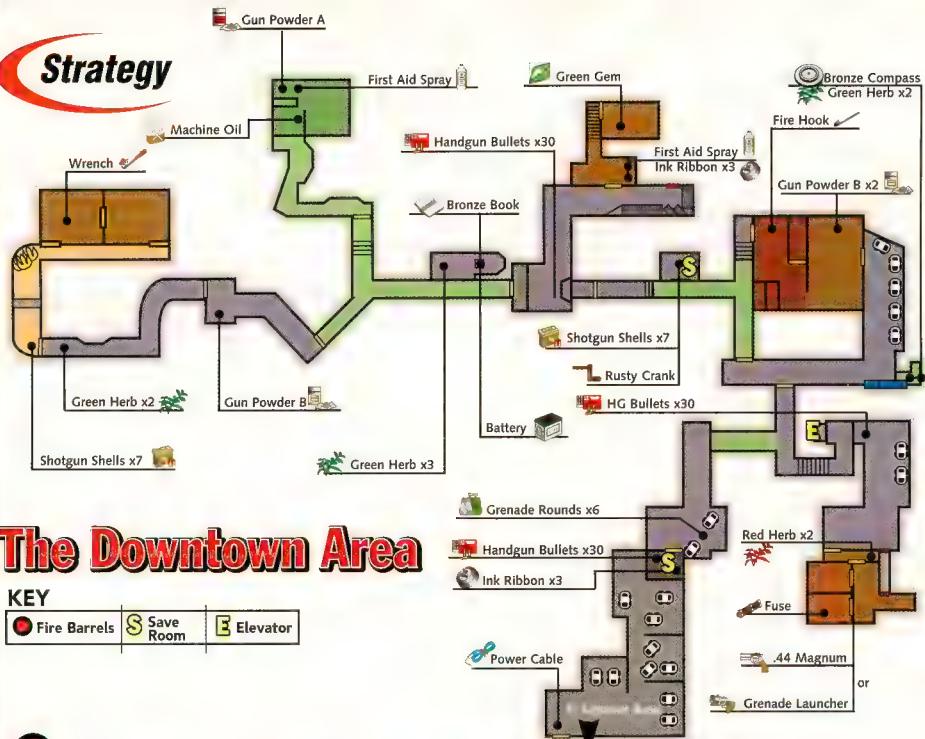
Save Room

(Part 2)

Special Items (in order of appearance)

M37 Parts A	Combine these parts with Parts B to make the Western Custom shotgun.
Eagle Parts A	Combine these parts with Parts II to make the ST1 Eagle.
Eagle Parts B	Combine these parts with Parts A to make the ST1 Eagle.
Health Pak x3	Having two of these is much better than one. These are refillable with regular health sprays.
Infinite Ammo (one weapon)	Combine this with one weapon to get unlimited ammo for the rest of the game.

Strategy



The Downtown Area

KEY



E The Uptown Area (part 3 cont.)



All that way to find out that it breaks...

9 Use the Rusty Crank on the entrance to the gas station and it will break (go figure). But it just so happens that you have the handy-dandy Wrench with you! Use it, and manually turn the bolt to turn the gate. This allows access into the office area.

10 Carlos will enter, strike up a conversation and then leave (what's with that guy?). Head over to the cabinet and grab the First Aid Spray before accessing the switchboard. When you activate the panel, you'll be faced with a simple puzzle. You'll have to get only one letter to light at a time, three times in a row. This is much easier to do by simply going ballistic on the thing rather than actually trying to mathematically decipher it. Just pound on the controller as you move from side to side, and I promise that you'll complete this puzzle under two minutes. Now that's some expert technique right there...



There's usually a decent supply of Gun Powder inside.

11 Grab the Machine Oil and mix it with the Oil Additive. When you try to leave, another cinema will take place. After the cinema, exit the room and into the main hallway of the city hall area.

The Nemesis will appear once again for your fourth (or possibly, fifth) encounter.

12 You have no choice but to fight or flee here, so I suggest that if you choose to fight, do so in an open area like the room with the wrecked cars (right down the main hallway). This way, you can dodge or parry most of his attacks because you'll have some extra room to scrub about. When you kill him, he'll drop the M37 Parts A.

13 Head back to the trolley car, and Jill will fall into another hole (what's with all these random holes that just seem to pop out of nowhere?). This part is tricky because you'll need some extremely quick fingers to activate the switches



One of the trickiest parts in the game—you'll need fast fingers...

without getting clipped by the Tremors-like worm creature (it's a snakeoid). Flip both of the side switches; then activate the main switch to lower the ladder. Don't be embarrassed if you screw up, I died a horrible death in this room many times...

14 Now is great time to head back to any of the optional areas that you haven't already visited, and pick up any scattered items that you left behind. You could go use the Crank on the locker near the restaurant to get the Grenade Rounds x18, or go all the way back to the original warehouse and see what happened to the fat guy from the beginning. If you do go all the way back, you'll get Gun Powder A x2 and Gun Powder B x2 (and find his diary!). Once you're done grabbing all your goodies from this area, run back to a save room and suit

up for another fight with the Nemesis. Mix up some ammo, grab a couple heals and perform whatever voodoo magic you need to help beat him into gritty pulp.



E The Uptown Area (part 3 cont.)

Now that you have all three parts to get the trolley car started, head back to it and use the Oil, Fuse and Power Cable on the control panel. Carlos will give you **Flame Rounds x6**. A cinema will take place and you'll need to fight the Nemesis once more. Your only choice is to let loose with whatever type of weapon you've got. Do it fast, and don't let up! Once he falls, Mikhail will take over and another cinema will ensue. After it finishes, you'll be faced with another important decision.



Mikhail knows how to take control of a hostile situation!

MAKE A CHOICE

Climb Up

Jump Off

You'll end up in the same general area as if you were to use the emergency brake, but the EXACT spot where you start will be slightly different. Don't forget to grab the **Clock T. Key**, **Gun Powder A x2** and **Gun Powder B x2** from behind the picture.

When you leave this room, you'll encounter Carlos. He'll give you **Freeze Rounds x6** and then wander off on some goofy-ass mission of his. Make your way through the main hallway, the dining room, and, finally, past the piano and into the save room. Check the cabinet to reveal the second **Clock T. Key**. Grab the **Gun Powder A x2** and the **Gun Powder B x2** before heading out once more. Continue with the main walk-through from this point.



The Chapel is your only safe haven from the Nemesis.

You'll still end up at the Clock Tower, but you'll need to make your way through the pecky-pecky Crows and come in through the side door. Usually, you'll find **Blue Herb x2** and **Green Herb x3** down in the southernmost corner of the park area.

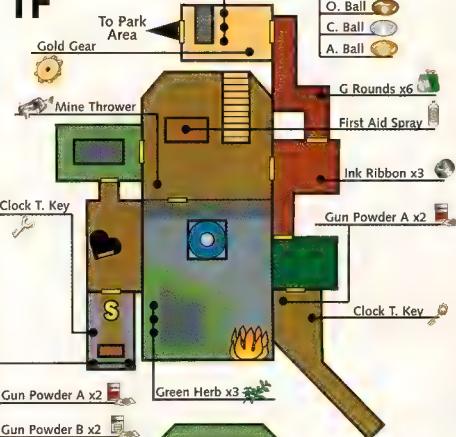
Once you're inside the main hallway area, run past the piano and enter the save room. Grab the **Clock T. Key** from the cabinet. Sometimes there will be some **Gun Powder A x2** and **Gun Powder B x2**. Head across the main hallway (passing all the items) and into the den/study area. Go through the last door and grab the second **Clock T. Key** from behind the picture. Backtrack to the main hallway once more, and continue with the main walk-through from this point.



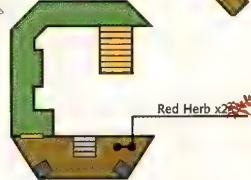
It's a good idea to bring some weaponry when exploring.

The Clock Tower

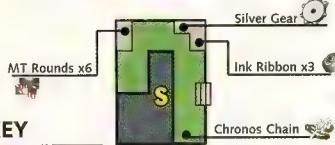
1F



2F

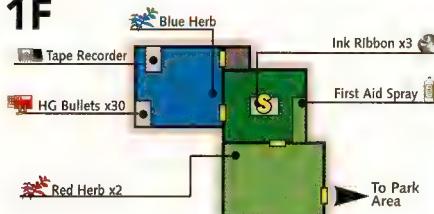


3F

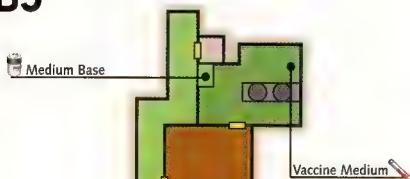


The Hospital

1F



B3



4F

KEY

S Save Room

F The Clock Tower

1 If you're in the main hallway and you have both of the Clock T. Keys, grab the **Mine Thrower** from the dead soldier and the **First Aid Spray** from the table. If you've saved a lot of heals up to this point, you might want to leave the Spray for Carlos, since he won't get more than three heals during his entire journey.

2 Head upstairs and get ready to knock off the Spiders that lurk above. The mini Spider babies don't hurt you, but they do induce a stutter and open you up for a potential attack from another lingering Spider. Once it's clear, head through the door and go all the way to the end of the ledge. Here you'll find some **Red Herb** x2.

3 Use the Clock T. Key on the tile below the face of the clock and a ladder will lower down, granting you access to the third floor. Climb the ladder and enter the room to find a horde of goodies including **Ink Ribbon** x3, the **Silver Gear** and a box of **M.T. Rounds**. If you use the **Silver Gear** on the space in the wall, you'll see that it doesn't work. Damn...it's broken. You'll deal with this later.



Solving the music box puzzle gives you the Chronos Chain.

4 Head over to the large music box against the wall. Activate it, and you'll hear a smooth and relaxing musical masterpiece. Ding ding ding ding dang dung...ding ding ding ding doo doo doo...doo doo da ding dung (hmm the previous line for realism). Unfortunately, this puzzle is random, thus preventing me from giving you an easy solution. On the bright side, this puzzle is fairly easy and should give you little or no trouble so long as you're not tone deaf. You should have no problem picking out the bad tones and replacing them with the good ones (the object is to put the entire

F The Clock Tower (cont.)

sequence in key). When you do, you'll get the **Chronos Chain**. Combine the **Chronos Chain** with the remaining **Clock T. Key** to make the **Chronos Key**.

5 Throw most of your stuff into the toy box and make a save at the nearby typewriter. Grab a few heals and load up on

ammo, 'cause it's time to fight the Nemesis again. Woohoo! When you climb down the ladder and try to exit down the stairs, he'll pop through the door muttering his favorite phrase yet again. You'll have to make a choice quickly, or you'll be forced to fight him up on the ledge (which isn't very fun).

MAKE A CHOICE

Use the Light

Use the Cord

If you use the light, the Nemesis will be temporarily blinded, allowing Jill to push him over the ledge. With this choice, you'll miss out on a valuable item (the **First Aid Pak** x3), but you won't have to waste any ammo trying to kill him. It is the easy way out, and I recommend it for first time players.



Make your choice, or let the time run out and fight him.

F The Clock Tower (cont.)

6 Head back down the steps and into the library area with the green door. Use the **Chronos Key** (note that I say the the **Chronos Key**, not the **Chronos Chain**) on the door to unlock it. Three Spiders await, so your best bet is to let loose with some of those specialty rounds that Carlos has been giving you. Flame and Acid rounds work well. When it's clear, search the body for some **Grenade Rounds** x6 and head through the next door.

7 Run over to the three statues along the wall and grab the **Obsidian Ball**, **Crystal Ball** and **Amber Ball**. You'll need to arrange these in a certain order within the small trays next to the paintings on the wall. The idea is to get the center clock to read 12:00. Another random puzzle, this one can be a real pain if you're just trying to randomly guess the placement of each ball. To help you with that, here's a chart of how much each ball progresses the time either forward or backward (below).

8 Grab the **Gold Gear** and head for the top of the Clock Tower once more. Access your toy box and combine the two gears to make the **Chronos Gear**. Next, place them into the gearbox. The Clock Tower bell will ring, and you should make your way down the ladder to watch the brief CG cinema.

9 After the movie, you'll have to fight the Nemesis out in the courtyard. Freeze Rounds will put him down for the count rather quickly; so remember to make a few before you enter this sequence. Begin the mission with Carlos here.



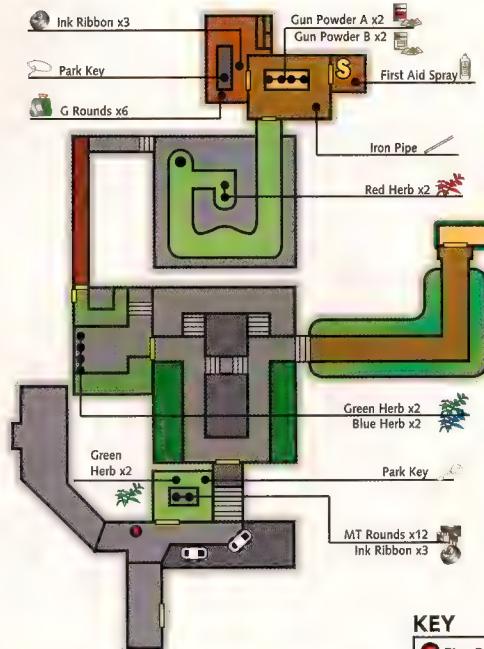
Is Jill down for good? With Carlos around, no way!

PUZZLE!

Item	Past Goddess	Present Goddess	Future Goddess
------	--------------	-----------------	----------------

Amber Ball	-3 hours	+3 hours	+6 hours
Obsidian Ball	-2 hours	+2 hours	+4 hours
Crystal Ball	-1 hour	+1 hour	+2 hours

The Park



G Carlos

1 Make your way over to the bell that Jill was unable to nudge (in the room with the triple statue puzzle) and push it out of the way. Head outside and use the explosive barrel to take out the pile of Zombies.



Push the bell with Carlos to gain access to the outlying area.

H The Hospital

1 Enter the Hospital and prepare to meet an old friend (from RE1). Fight the two Hunters that appear and grab the Red Herb x2 at the back of the room. Enter the save room, then grab the First Aid Spray and the Ink Ribbon x3. Head out into the lounge area and grab the Blue Herb from the desk. Search the lockers to find Handgun Bullets x30. On the table you'll find a Tape Recorder, which you'll need to use on the voice recognition lock near the elevator. Enter the elevator, and head to down to B3.

2 Inside the lab area you'll find another soldier (he's a troubled soul). After the brief cut-scene, grab the Green Herb x2 and head through the door. Take the Medium Base and turn on the switch near the cultivation tank. Once it's activated, use the Medium Base to activate the puzzle. See the chart (above right) for the quick switch solution:

3 You'll get the Vaccine Medium when

PUZZLE!



you complete this puzzle. When you round the corner, the two Hunters will crack the glass containers and try to slice your face off. Your best bet is to run straight for the door and ignore them completely. Backtrack to the elevator and ride it up to 4F.

4 On the fourth floor, head to the Data Room, and take care of the two Hunters who reside there. Grab the Handgun Bullets x30 from the table and the Sickroom Key next to the experimental jars.

5 Head around the corner and enter

the first door to your right. Inside, search the corpse to reveal a three digit (random) code. Write this down for use on the safe in the next room.

6 Use the Sickroom Key on the next door, and you'll be faced with an annoying, but simple, puzzle. Basically, you'll need to take note of the exact location of the cart in the previous room (which plate is it on?). If it was up in the top right corner, then you'll have to move the cart so that it's in the top left corner. Once the safe opens, use the three digit code and get the Vaccine Base. Combine the Vaccine Medium with the Vaccine Base to make the Vaccine.

7 Blast the two Hunters into the netherworld and hop on the elevator down to 1F. Once there, a horde of Zombies will rush you, so use whatever remaining M-4 ammo that you have.



8 Run through the save room and into the main hallway where you'll find the bomb. You'll have six seconds to escape through the front door (plenty of time), or the bomb will go off and take you with it. Once clear of the building, backtrack all the way to Jill and administer the Vaccine. On the way back, you'll encounter the Nemesis as he pops through the ceiling of the main hallway in the Clock Tower. Just avoid him and keep moving, for gosh sake!

I Jill (part 2)

1 Make a save, then stock up on weaponry to fight your old pal in the black trenchcoat once more. Exit the Chapel and head for the door near the wrecked Hospital (bring the Lockpick). When you cross the piano, the Nemesis will pop out. You know the

drill by now (you better!), so kill him here and receive the Infinite Ammo (for use on one weapon only).

2 Use the Lockpick on the door and enter the save room. Grab the Ink Ribbon x3, the M.T. Rounds x12 and the Park Key.

J The Park

Once you've got all the items, enter the park by heading outside and going up the flight of stairs. Run down the right side and head down the stairs. Run past the pond—happily blowing Zombies' heads off as you go. Kill the dogs in the next passageway and grab the **Park Key** from the corpse. If you continue just a bit further, you'll get **Magnum Rounds x6** from the corpse.

Head all the way back to the Park entrance and through the gate on the left side. Activate the power generator to lower the water level in the pond, and you'll be faced with a puzzle. Here's the simple solution:

PUZZLE!

Move the gears in this order: **Black, White, Black, White, Black, Black, Black.**

The water will drain out from the pond, and you can head down the ladder into the sewer. Climb out the other side and go up into the graveyard. There are some **Green Herb x2** and **Red Herb x2** in the open area to the back of the graveyard. Head to the other gate and use the Park Key to enter the cabin area.

Grab the **Iron Pipe**, **Gun Powder A x2** and the **Gun Powder B x2**. Head into the save room and grab the **First Aid Spray** on the desk. Grab your Lighter from the toy box, then run back into the previous room to light the kindling in the fireplace. When you're done, use the Iron Pipe to smash out a passage through the wall.

MAKE A CHOICE

Push Him Off

If you choose to push him off, you'll enter the Dead Factory through the front gate. Get past the Brain Suckers, and go into the save room across the hall. Continue at the main walk-through from this point.

PUZZLE!

The object of this puzzle is to line up each of the three bar graphs and make them equal the sample shown below. It's tough, but not impossible. Since the puzzle is random, your best bet is to work on bar at a time. Slowly but surely eliminate the numerous false alarms until you get the green light.



Make your sample look exactly like theirs to solve this puzzle.

K The Dead Factory

Enter the room and search for a whole slew of items including some **Ink Ribbon x3**, **Grenade Rounds x6** and the **Park Key** (a different one than the previous few keys). When you leave, you'll encounter Nicholai once more. After the cinema, head over to the save room and **SAVE YOUR GAME!** I stress this because the next main encounter is like taking the express elevator to hell—"Going down!" Load up on healing items, then exit the room to watch a cinema.

When fighting the Worm (Snakeoid), it's best to just run around and avoid him for as long as possible. After a minute or so of dodging and parrying its attacks (probably the longest minute of your life), one of the street lamps will fall in the water and start sparking. Shoot the remaining lamps with your handgun and you can electrocute the Worm by luring him into the voltage ridden puddle. This may seem a bit tough to do the first time through, so don't freak out if he kills ya' once or twice (stress on the all-important save before entering this area). Once it's clear, climb up the grate and through the sewers to end up back in the Park area.

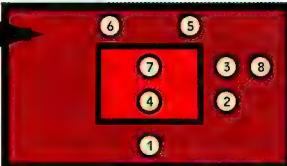
Before you proceed any further, I suggest you save your game here. This is a key decision coming up, so this will be a great save to come back to once you finish the game and want to see the second outcome (hint hint). Cross over the bridge, and enter the gate. Run all the way to the end of the passage and use the Park Key on the padlock. Run up the stairs, and you'll confront the last major choice in the game.

In the save room, grab the **Facility Key**, **First Aid Spray**, **Gun Powder A x2** and the **Ink Ribbon x3**. Head through the next door, and you get to start fiddling with the ever-so-frustrating steam puzzle (don't worry about that elevator just yet). Basically, you'll need to push the switches in the exact order as listed on the chart below. You'll gain quick access to the power system to deactivate the second lock.



This chart below simplifies the puzzle—so use it!

PUZZLE!



Scurry back to the room across the hall and grab the **System Disk** from the computer terminal, as well as the **Green Herb x3** from against the wall. Run back into the elevator again, head down to the sewer area and go through the save room. Go down the steps once more and approach the machine next to the water sample testing equipment. Input the facility key and it will rewrite the data for later use (you'll use this in a few minutes).

Head back up to the elevator and ride it back up to the main floor. Dart through the hallway and into the nearby save room. Save the game here and load up on your best ammo for the final encounter with the Nemesis (well...kind of). Freeze Rounds work well, but so do Flame or just standard Grenade Rounds. Head into the door that you spent all this time unlocking and use the **System Disk** on the computer panel against the rear wall. A brief cutscene will occur; then you'll fight the Nemesis.

Every once in a while, I was able to shoot the small wheels and release acid on the Nemesis. It's a bit tricky to dial in on them, but when you do, they can cause some massive damage if you have him lined up correctly. When he falls, grab the **Card Key** from the dead scientist, and leave the room for a CG Cinema.

Head back to the save room across the hallway and go into the steam room to ride the elevator down (use the Card Key). When you arrive downstairs, grab the **Grenade Rounds x12** and head over to the locker against the wall. Use the Facility Key (make sure you had the data rewritten back near the water sample machine), and you'll get the **Rocket Launcher** with four rockets. That's some heavy artillery, baby!



K The Dead Factory (cont.)

Once you're back upstairs, save one last time (this will be your final save) and load up on healing items and powerful ammunition. My recommendations are to bring the Rocket Launcher and the .44 Magnum. Approach the only door that you haven't yet explored (the one with the large fire shutter blocking your path) and use the Card Key to gain access. Blast the few remaining Zombies into oblivion and go through the next couple of doors in order to enter the Rail Cannon room.



Don't pass up the chance to grab the best weapon in the game!

L Fight Once...and Fight for All

Once inside the room with the Rail Cannon, you'll need to access the control panel and start up the series of system checks. Next, you'll need to push each of the three batteries into their respective holders (and in sequential order) to start up the cannon. After you secure the first battery, a giant shooting glob that used to be the Nemesis will plop down through some crack in the wall. He's a bit angry now (you blew his head off, for gosh sakes!). Quickly dash to the second battery and secure it. Run to the third and final battery, next to the control panel itself, and the Rail Cannon will automatically go into firing



Well looky here! It's a burning Tyrant from RE2...



What the hell is that?

MAKE A CHOICE

Eliminate the Monster

Ignore and Evacuate

Why wouldn't you choose this choice? You've worked all this way and fought so hard for the cause, so why not pump a few final rounds into that dead carcass and finish it off for good!

This choice won't affect your ending at all, but it does grant a certain amount of "wimp-out" points if you choose it. I mean, come on! This guy has been chasing you for what seems like an eternity—kill him!

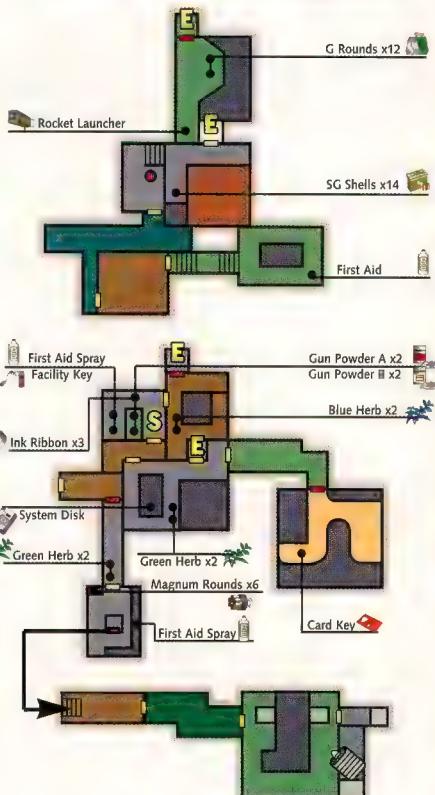
EXTRA STUFF

Mine Thrower E, Tracking Missiles!

After playing through the entire game a few times, noticed certain techniques that weren't quite so obvious the first few times through. This section was designed to give rookie players some helpful insight when it comes to plugging through the game several times in succession.

• Bored with the regular Mine Thrower in RE3? It doesn't have enough stopping power and it's just plain hard to aim, right? The new and improved Mine Thrower E (only available when you purchase Unlimited Ammo from the mercenaries game for \$9.99) comes pre-loaded with infinite tracking missiles! Just aim it anywhere, and the missiles will just rip right through any enemies in the area. Great for Spiders, Hunters and Zombies alike!

The Dead Factory



KEY

● Fire Barrels

S Save Room

E Elevator

Skip Cinemas for Better Times

Combine Grenades with Powder

• Tired of having to watch every single CG, real-time cinema and cut scene a thousand times over? Simply press select during any of the game's cinematics to skip over them completely (you'll probably need to mash on the button for a while, as it takes a few moments to register). Not only does it save you from boredom, but it cuts down on game completion time if you're going for a record. Certain movies, however, must be watched (at least in part).

• I didn't notice this 'till the second time through the game. It's no super secret, but it is kind of useful at certain times. Take a pack of Grenade Rounds and mix it with the powder shown below to get custom rounds (see main chart on first page for complete mixing chart).

Grenades + Powder A= Flame Rounds x6
Grenades + Powder B= Acid Rounds x6
Grenades + Powder C= Freeze Rounds x6

OPERATION MAD JACKAL

A.K.A. "THE MERCENARIES GAME"

The Objective

To get through this minigame, you'll need to complete a very basic mission. The object is to get from point A to point B within a certain time limit. You'll have the option to make this a quick journey where you'll earn just a little bit of dough, or make it a long and difficult one where you'll earn bundles of cash for every completion. Which way you go is entirely up to you.

The Shop

The main purpose of the mercenaries game is to give players the chance to purchase weapons with infinite ammunition, and make their subsequent plays through the game much easier to deal with (the regular game, not the mercenaries game). I HIGHLY recommend doing the mercenaries game after your first completion, to at least get the Infinite Rocket Launcher. This will make tough encounters with the Nemesis a thing of the past.

Infinite M-4 Assault Rifle**\$2,000****Infinite Gatling Gun****\$3,000****Infinite Rocket Launcher****\$4,000****Infinite Ammo (All Weapons)*****\$9,999**

Above are the prices for all four available items. How you earn your money is up to you, as is when you choose to spend it. You can opt to go for the Infinite Ammo right away, or just grab the Rocket Launcher and make your next couple times through the game much easier. Every time you fall or complete the mission, you'll be awarded money, which will be saved to your Memory Card.

Infinite weapons not only give you the freedom to blast as much as you want, but they also free you of those "oh my god...it's empty" reloading situations. Great for crunch times when you forget to manually reload.

**When you purchase this item, all guns that you find in the regular mode will have infinite ammo pre-installed. When I say pre-installed, I mean that they'll be ready to go. No mixing, combining, or fiddling around necessary.*



SHOW ME THE MONEY

Below is a bulleted list of some important tips to remember.

- When you encounter the first police zombie (near the beginning) you MUST blow his head off. If you don't, you take the risk of blowing up the barrel before the zombies get there, missing out on the HUGE time bonus. Run down to the next screen quickly and line up your sights with the barrel. Let a bullet fly when the zombies all pile in. This should get you between 50-82 seconds of bonus time, depending on how many you take out with the blast.
- The other big time saver is to make it into the wrecked bus area with two minutes or more remaining on the clock. If you do, the Mutated Nemesis will jump down from atop the wreckage. Let a few rockets fly his way, and look for a **120 second bonus!**
- Know that when you kill multiple enemies of the same type in rapid succession, you'll be awarded larger time bonuses than the standard rate for that given enemy. See the chart to the right for even more details.

THE RESCUABLES

There are **SIX** secret rescuable hidden in the mercenaries minigame. Each one you rescue earns you more money upon completion. This is the best and only way to earn quick cash.

There are certain time prerequisites that must be met for each of these people to show up in their given locations, so if you take too long, they'll be eaten or ripped apart before you

The Characters

Below is a list of the three characters that you can play, their starting equipment, and the difficulty rating for each mission.

**Carlos**

Carlos has the second toughest mission, which is most likely the result of his low-powered M-4 Assault Rifle. He just doesn't have enough stopping power to drop the Nemesis, making it very hard to rescue more than three civilians in one mission. As for everything else, he cuts through with ease.

**Mikhail**

Mikhail is the easiest of the three for one major reason: the Rocket Launcher! Two shots for each Nemesis and you're well on your way to earning the big bucks. The Magnum drops the Hunters on the first shot, and the shotgun rips through multi-zombies with one blast. Easy pickins'.

**Nicholai**

The hardest of all, without a doubt. I compare the difficulty of Nicholai's mission to that of the now infamous "Toh" mission from RE2. Yes, it is possible to go through and rescue people to get decent ammunition bonuses, but it's not likely (unless you're a superhuman like me).

QUICK TIPS AND POINTERS

Time Bonus Chart

These times are not set in stone, but they are shown to help you judge whether or not certain enemies are worth the time and ammo you invest. Certain enemies have a multiplier that determines the time bonus that you'll receive, which makes it difficult to pinpoint the amount granted from each subsequent kill.

Enemy	Time Bonus	Additional Kills
Zombie	+3 seconds	+7 seconds, then +10 seconds
Dog	+4 seconds	+10 seconds
Brain Sucker (arachnid)	+6 seconds	+15 seconds
Hunter	+6 seconds	+15 seconds
Spider	+4 seconds	+12 seconds
Nemesis (1st Kill)	+10 seconds	N/A
Nemesis (2nd Kill)	+20 seconds	N/A
Mutated Nemesis	+120 seconds	N/A
Dodge/Parry	+1 second	Bonus doubles for each dodge

get there. Those required times were the one thing about this mode that we were unable to pin down, but it seems like the best bet is to rescue the people in the order given below.



Just keep calm and save the troubled civilians (and soldiers) in order. Remember, you don't have to try for all of them in one fell swoop. Try getting two of them in one game, then go for three, and so on and so forth.

**Which soldier shows up depends on which character you're currently playing. If you're playing Carlos, then Nicholai and Mikhail will be rescuable. If you're playing Mikhail, then Carlos and Nicholai will be rescuable. You get the idea.*

THE SECRETS AND STUFF

Jill's Diary

One of the more mysterious secrets in RE3, Jill's Diary is only available if you find all 30 "notes & books" hidden throughout the game. Once you finally get all of them, the first book in your file will be replaced with Jill's Diary (the blue manual).

I figured some of you would be too lazy to go through the game again just for this purpose (and it's highly unlikely that you'd find them all on your own), so I made a direct word-for-word copy of Jill's Diary to the right. It really doesn't reveal too much, but it does have some VERY interesting info about Chris Redfield (the main character from the first Resident Evil).

August 7th

Two weeks have passed since that day. My wounds have been healed now, but I just can't forget it. For most people, it's history now. But for me, whenever I close my eyes, it all comes back clearly. Zombies eating people's flesh and the screams of my teammates dying. No, the wounds in my heart are not healed yet...

August 13th

Chris has been causing a lot of trouble recently. What's with him? He seldom talks to the other police members and is constantly moving. The other day, I saw Agent Eliza of the FBI's Criminal department get an accidental splattering of Chris' coffee with a zipper. I immediately stopped Chris, but when he saw me he just gave me a wink and walked away. I wonder what happened to him...

August 15th

Midnight. Chris, who was seen on a leave of absence for a "vacation" called me so I visited his apartment. As soon as I walked into his room, he showed me a couple pieces of paper. They were part of a virus research report entitled "simply as 'Project'". I don't know what that's all about, but it's still continuing. "He went on to say that..." it's not over yet." Ever since that day, he has been fighting all by himself without rest, even without telling me.

August 24th

Chris left the town today to go to Europe. Barry told me that he would send his family to Canada and then he would follow Chris. I decided to remain in Raccoon City for a while because I know that the research facility in this city will be very important to this entire case. In a month or so, I'll be joining him when he's somewhere in Europe. That's when the real battle begins...

Notes Checklist

□ 1	Game Instructions A (blue)	Inventory (default item)
□ 2	Game instructions (red)	Inventory (default item)
□ 3	Clock tower postcard	Bar, on table
□ 4	Photo A	Near zombie blockade
□ 5	Marvin's report	R.P.D. building, on Marvin's body
□ 6	David's memo	R.P.D. building, 1F save room
□ 7	Fax from Kendo	R.P.D. building, S.I.A.R.S. office
□ 8	Merc's diary	Street corner, dead soldier's body
□ 9	City guide	Restaurant, on table
□ 10	Photo B	Newspaper office, 1F lobby
□ 11	Photo C	Newspaper office, 2F on table
□ 12	Reporter's memo	Newspaper office, 2F by water cooler
□ 13	Mechanic's memo	Trolley, can first room
□ 14	Manager's report	Drug warehouse, by TV remote
□ 15	Business Fax	Drug warehouse, cabinet by Nichola
□ 16	Dario's Memo	Back of truck (where the "Fat guy" hid)
□ 17	Operation Instructions	Clock tower, dead soldier with M. Thrower
□ 18	Art product postcard	Clock tower, den area
□ 19	Merc's Pocketbook	Clock tower, near annoying "ball" puzzle
□ 20	Director's Diary	Hospital, dead man near tape recorder
□ 21	Photo D	Hospital, in the data room table (4F)
□ 22	Medical instr. Manual	Save room, near capsule / Park
□ 23	Photo E	Park, on the dead soldier
□ 24	Written Order	Graveyard, Keep, on the desk
□ 25	Supervisor's report	Graveyard, Keep, on the chalkboard
□ 26	Fax from HQ	Dead Factory, inside 2F save room
□ 27	Manager's diary	Dead Factory, inside 1F save room
□ 28	Security manual	Final hallway, near last Toy Box
□ 29	Incinerator manual	Middle of the road, before Rail Cannon
□ 30	Rail cannon photo	Middle of the road, before Rail Cannon

THE FASHION SHOW

Game Rankings

The ranking that you earn at the end of the game will determine which secret costumes you earn. Obviously, the more Ink Ribbons and First Aid sprays that you use, the lower your rank, and vice versa. Also note that the time that you take to complete the game has major influence on your ranking as well...

Rank	Costumes
S	8
A+	7
A	6
B+	5
B	4
C	3
D	2
E	1

Take the Boutique Key down to the Boutique to change into whatever costumes that you have available.

Costumes



WARNING! SPOILER ALERT! DANGER! SPOILER ALERT! WARNING! SPOILER ALERT!

THE ENDINGS

Ending #1

Push Him Off- Leave in Original Chopper

If you make this choice, you'll encounter Nicholai in the room preceding the final fight with Nemesis (in his somewhat normal form). He gets his head twisted off by the Nemesis, leaving the chopper for you to escape in. After the final battle, you'll escape to the H-pad, and fly away with an unidentified pilot.

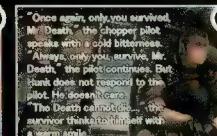
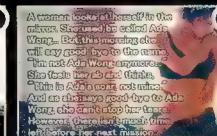
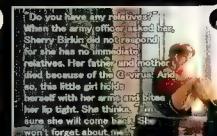
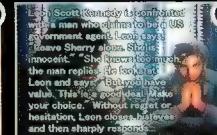
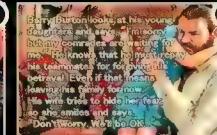
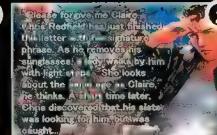
Ending #2

Jump Off- Take Off in "Special" Chopper

When you choose to jump off, you'll encounter Nicholai much earlier, and he'll already be on his way to the helicopter. This ending is pretty much the same as the first one, except the new helicopter pilot will be the legendary red-haired war monger from the original RE-Barry Burton.

The Epilogues

One Epilogue will be awarded upon each completion of the game (you have to beat the game EIGHT times to get them all). Then again, you COULD just read the text in the screen shots below, and be well on your way. Why waste all that time playing through the game for a couple of screenshots when you've got em all right here?



Medal of Honor

Awesome Codes



Captain Dye Mode

Entering CAPTAINDY into the Enigma machine before you start a new game will activate "Captain Dye Mode." (The console will flash green if it is entered correctly.) With Capt. Dye Mode turned on, the amount of health you have is persistent from level to level within a mission. Finishing the game in this mode is an alternative way to win the game's secret commendation and unlock all the secret multiplayer characters (like the Raptor).

Nifty Multiplayer Power-ups

Enter DENNISMODE into the Enigma



machine before you start a new game. This will activate Nifty Multiplayer Power-ups on the secret codes menu. Turning this on adds a whole new dimension to the two-player game.

American Movie Mode

Enter SPRECHEN into the Enigma machine before you start a new game. This activates American Movie Mode on the Secret Codes Menu. Turn this on and, like a bad American movie, the German enemies will speak to you in English.

Unlock Col. Müller in Multiplayer

Enter BIGFATMAN into the Enigma machine before you start a new game. This unlocks the evil Col. Müller multiplayer character. He and Manon are archemeses.



Bass Landing

Lake Configuration Tips

Check out the Free Fishing Mode on your next Bass Landing outing and experiment with the Lake Configuration settings. Here are some suggestions as to how to configure the lake conditions for that optimal fishing experience. Now you can hook your limit! You can always try a variety of settings, but this should help.

Lake: Lunker Lake

Pressure: None

Season: 4 Mid - 6 Mid (April-June) or 8 Mid - 10 Mid (Aug.-Oct.)

Weather Yesterday: Cloudy/Sunny

Weather Today: Cloudy/Sunny

Wind Direction: East

Wind Speed: 0.0 to 1.0

Water Temp: 60° - 70°

Water Quality: Clear

Start Time: 6:00 - 8:00 or 15:30 - 17:30

Time Elapsed: None

Best Lures: Spinnerbait and Popper

Hint: Fish like to hide in and around vegetation.

Hot Wheels Turbo Racing

Multiple Codes

Infinite Turbos

At the Main Menu, press R2, L1, Square, Triangle, R1, L2, L1, R2. If you entered the code correctly, you will hear a sound.

Small Cars

At the Main Menu, press Square, R2, L2, Triangle(2), L2, R2, Square. If you entered the code correctly, you will hear a sound.



TowJam Car

At the Main Menu, press Square, Triangle, L1, R1, L2, R2, Square, Triangle. If you entered the code correctly, you will hear a sound.

Large Tires

At the Main Menu, press Square, Triangle, Square, Triangle, R1(2), L2(2). If you entered the code correctly, you will hear a sound.

Flat-Shaded Graphics

At the Main Menu, press L1, R1, L2, R2, L1, R1, L2, R2. If you entered the code correctly, you will hear a sound.



Weird Sounds At the Main Menu, press R2, R1, L2, R2, Square, Triangle, L1, R1. If you entered the code correctly, you will hear a sound.

126



Re-Volt

All Cars and Tracks

All the cars and all the tracks are yours for the playing just by entering this button code on the Main Menu: B, A, Z, Z, B, L, A, C-Down. You will hear a sound to confirm it was entered correctly.



Wu-Tang: Shaolin Style

Chamber Secrets

Rza Chamber Specific Secrets

Task needed to gain secret — Secret

Description

Gain chambers 1-5 — Gain character's kill number 2

Gain chambers 6-10 — Scale mode

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Gain Mudan Kill number 3

Gain chambers 18-20 — Gain character's secret outfit

Gza Chamber Specific Secrets

Task needed to gain secret — Secret

Description

Gain chambers 1-5 — Gain character's kill number 2

Gain chambers 6-10 — Gain character's rival playable

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Character art for GZA and rival

Gain chambers 18-20 — Super Turbo mode

Oli' Dirty Bastard Chamber Specific Secrets

Task needed to gain secret — Secret

Description

Gain chambers 1-5 — Gain character's kill number 2

Gain chambers 6-10 — Gain character's secret outfit

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Gain rival's kill number 2

Gain chambers 18-20 — Gain rival's kill number 3

Inspecta Deck Chamber Specific Secrets

Task needed to gain secret — Secret

Description

Gain chambers 1-5 — Gain character's kill number 2

Gain chambers 6-10 — Disco lighting mode

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Character art for Inspecta Deck and rival

Gain chambers 18-20 — Gain character's rival playable

Raekwon The Chef Chamber Specific Secrets

Task needed to gain secret — Secret

Description

Gain chambers 1-5 — Gain character's kill number 2

Gain chambers 6-10 — Character art for Raekwon and rival

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Gain character's rival playable

Gain chambers 18-20 — Gain character's secret outfit

Masta Killah Chamber Specific Secrets

Task needed to gain secret — Secret

Description

Gain chambers 1-5 — Night fighting mode

Gain chambers 6-10 — Gain character's kill number 2

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Gain Lei-Gong Kill number 3

Gain chambers 18-20 — Gain character's rival playable

Ghostface Killah Chamber Specific Secrets

Task needed to gain secret — Secret

Description

Gain chambers 1-5 — Gain practice dummy — Bodyguard

Gain chambers 6-10 — Gain character's kill number 2

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Gain character's secret outfit

Gain chambers 18-20 — Gain Arena 4.1

U-God Chamber Specific Secrets

Task needed to gain secret — Secret

Description

Gain chambers 1-5 — Merry go Round mode

Gain chambers 6-10 — Gain character's kill number 2

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Gain Arena 3.1

Gain chambers 18-20 — Gain character's secret outfit

Method Man Chamber Specific Secrets

Task needed to gain secret — Secret

Description

Gain chambers 1-5 — Gain Arena 1.1

Gain chambers 6-10 — Gain character's kill number 2

Gain chambers 11-15 — Gain character's kill number 3

Gain chambers 16-17 — Character art for Method and rival

Gain chambers 18-20 — Gain character's secret outfit

Practice Arena

Complete Practice Mode with all 21

characters to unlock the Practice Arena.

To access this arena in Versus Mode, highlight any arena, then hold L1 and L2 buttons and confirm your selection by pressing the X button.

Xena Warrior Princess

Multiple Codes

Invincibility:

At the Main Menu, press Up, Up, Up, Circle, Square, Up, Right, Left. If you entered the code correctly, you will hear a sound.



Full Shield and Attack: At the Main Menu, press Triangle, Square, Triangle, Square, Square, Up, Up, Up. If you entered the code correctly, you will hear a sound.



Trick'N Snowboarder

Play As Resident Evil 2 Characters

Characters: In order to play as the Resident Evil 2 characters, use this code (Note: The RE2 characters are available for play only in Free Mode). During the Title Screen, press the following buttons in order: Triangle, Triangle, X, X, Square, Circle, Square, Circle.

If you did it right, you will hear a minor audio clue. Now, select Free Mode. Once you are in the Character Select screen, press L2 or R2 to use the Resident Evil 2 characters. Leon, Claire and the dreaded zombie cop are available.



V-Rally Edition '99

Cheat Mode



At the Press Start Screen, press L + R, C-Left, C-Right, L + R. Press Start, then at the Mode Selection Screen, hold Z and tap L until "Cheat mode" appears at the bottom of the screen. Cheat mode includes special modes and the option to unlock bonus cars.

Do you have a trick that you, and only you, know? Don't hold back—write us at:

Official U.S. PlayStation Magazine
P.O. Box 3338
Oak Brook, IL 60522-3338

Sorry, we cannot respond to individual letters asking for codes or tricks.

Legacy of Kain: Soul Reaver

Tons of Codes

All of these codes are entered while the game is paused during play.

Refill Health

Hold L1 and press Down, Circle, Up, Left, Up, Left.

Next Level Health

Hold L1 and press Right, X, Left, Triangle, Up, Down.

Maximum Health

Hold L1 and press Right, Circle, Down, Up, Down, Up.

Refill Magic

Hold L1 and press Right, Right, Left, Triangle, Right, Down.

Maximum Magic

Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.

Pass Through Barriers

Hold L1 and press Down, Circle(2), Left, Right, Triangle, Up.

Wall Climbing

Hold L1 and press Triangle, Down, L2, Right, Up, Down.

Hurt Raziel

Hold L1 and press Left, Circle, Up(2), Down.

Force

Hold L1 and press Left, Right, Circle, Left, Right, Left.



Constrict

Hold L1 and press Down, Up, Right(2), Circle, Up(2), Down.

Force Glyph

Hold L1 and press Down, Left, Triangle, Down, Up.

Stone Glyph

Hold L1 and press Down, Circle, Up, Left, Down, Right(2).

Sound Glyph

Hold L1 and press Right(2), Down, Circle, Up(2), Down.

Water Glyph

Hold L1 and press Down, Circle, Up, Down, Right.

Sunlight Glyph

Hold L1 and press Left, Circle, Left, Right, Right, Up(2), Left.

Fire Glyph

Hold L1 and press Up(2), Right, Up, Triangle, L2, Right.

Shift at Any Time

Hold L1 and press Up(2), Down, Right(2), Left, Circle, Right, Left, Down.



Star Wars: Episode 1 - The Phantom Menace

Droid Test Debug

At the Main Menu, highlight Options, but do not select it. Press Triangle, Circle, Left, L1, R2, Square, Circle, Left. If you entered the code correctly, you will hear a beep. Then, hold L1 + Select + Triangle to access a droid test debug menu with level select, FMV sequence, sound test and invincibility options. To start on a new selected level, exit the Cheat Menu and start a new game. The game will begin on the level selected. To watch the FMV sequences or hear the game sounds, highlight the desired clip and press X. Hold L1 + Select + Triangle to return to the menu at any time.



Grand Theft Auto 2

Level Select

Enter ITSALLUP as a player name. You will be able to choose your starting level before you begin the game!



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Don't miss the cameo by Capcom RE2 characters!



Roast Beef, Chicken Salad, Swiss Cheese-
TS satisfies my hunger for air.
*Greg Hally
BoardHead*



TRICK'N IS STRAIGHT UP SPECIAL.
*Spencer Jacobs
Magstatic*



No Snow? Trick'n is where I go!
*Shane O'Toole
C'Ville Boarders*



TS is the Cookie dat gets me some Nookie!
*Andy Wright
Photographer*



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ON THE SNOW
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PlayStation



CAPCOM

www.capcom.com

- 5G No question, this should be in your home
- 4G Recommended, very cool
- 3G Pretty good, check it out
- 2G Below average
- 1G Very lame

Clutter Cutter

"Mums love it," chirped the affable British chap from SpectraVideo, who flew from London to suburban Chicago to show us some new peripherals. He then lifted all 250 pounds of his ample figure onto the **Games Station** to demonstrate strength and stability. Seeing that, we felt safe placing our TVs atop this sleek space-saving storage device. The only minor problem: The CD rack that comes with the Games Station can't accommodate double-sized jewel cases.

SpectraVideo \$29.99
www.spectravideo.com



Turismo Timer

What's the best way to count down the minutes until you actually get to play *Gran Turismo 2*? Strap on this **Gran Turismo 2 Watch**, get in your car, and then time yourself as you take a few laps around your neighborhood. Wheee!

Sony \$22
store.playstation.com



Sound Investment

PC gamers have 'em, so why not PlayStation gamers? We're talking about speaker systems, of course, and the **Screenbeat Sound Station** does an excellent job of filling that underserved role. Sporting a stylish iMac-inspired design, the Screenbeat comes with all the necessary connectors to easily plug right into your PlayStation (or Walkman, MP3 player and even other consoles). And with a 300 watt subwoofer, two satellite speakers, and separate volume and bass controls, you get clean stereo sound along with pumping bass undertones. Highly recommended.

SpectraVideo \$69.99
www.spectravideo.com



Power Steering

The **TopDrive Reactor** handheld racing controller may seem like yet another odd attempt at reinventing the wheel, but don't dismiss it so quickly. When we tried it out on a few laps around the virtual track, we were quite impressed with the controller's handling, sturdiness and rumbling effect. Among the more notable features is the "Active Jogging" technology, which moves the wheel along with your car (much like Namco's *JogCon*). This is definitely a niche product, but one that racing fans might want to consider nevertheless.

SpectraVideo \$39.99
www.spectravideo.com



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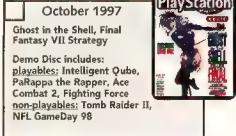
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Issue 1-\$15



October 1997

Ghost in the Shell, Final Fantasy VII Strategy

Demo Disc includes:

playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force non-playables: Tomb Raider II, NFL GameDay 98

Issue 7-\$10



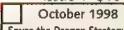
April 1998

10 Overlooked PS Picks Resident Evil 3 Strategy

Demo Disc includes:

playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE non-playables: Blasto, The Granstream Saga

Volume 2 Issue 7-\$10



October 1998

Spyro the Dragon Strategy

Demo Disc includes:

playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive S, Devil's Dice, Street Fighter Alpha 3, NFL Xtreme, Cool Boarders 3 non-playables: Parasite Eve, Rival Schools, NFL GameDay 99

Volume 2 Issue 9-\$10



June 1999

Resident Evil 3 Nemesis Game Cover Strategy

Demo Disc includes:

playables: Oddworld: Abe's Exodus, NFL Blitz, Bust-a-Move 4, Ridge Racer Type 4, Eimo's Letter Adventure non-playables: Star Ocean: The Second Story, Bloody Roar 2, NFL 2000, Jade Cocon, Tony Hawk's Pro Skater

Volume 2 Issue 10-\$10



July 1999

25 Games You'll Play

Demo Disc includes:

playables: Ape Escape, NFL Blitz, Next Tetris, Tony Hawk's Pro Skater, Indianapolis Colts, Blood Bowl 2000, Croc 2, Soul of the Samurai, Bloody Roar 2 non-playables: Crash Bandicoot: WARPED, Tercu, Tai-Fu, Rugrats, Abe's Exodus, Brave Fencer Musashi, You Don't Know Jack Alpha 3

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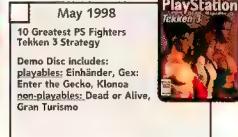
November 1997

PaRappa the Rapper Bushido Blade Strategy

Demo Disc includes:

playables: Crash Bandicoot 2, Croc, Armed Core, Madden NFL '98, Cool Boarders 2, Colony Wars non-playables: NFL FaceOff 98, Ghost in the Shell

Issue 8-\$10



May 1998

10 Greatest PS Fighters Tekken 3 Strategy

Demo Disc includes:

playables: Einhander, Gex: Enter the Gecko, Klonoa non-playables: Dead or Alive, Gran Turismo

Volume 2 Issue 3-\$10



December 1998

Metal Gear Solid 3: Snake Eater Strategy

Demo Disc includes:

playables: Tomb Raider III, Crash Bandicoot: WARPED, Hammer Man, War of the Worlds, Big Air, Tomb Raider: The Last Stand, Invasion From Beyond, Kagero: Deception II, Metal Gear Solid, Gran Turismo, non-playables: Silent Hill, Knockout Kings, Big Air

Volume 2 Issue 11-\$10



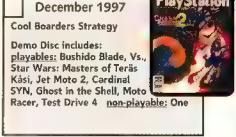
August 1999

Tarzan Lord of the Console Apk Escape Strategy

Demo Disc includes:

playables: Tiny Tank, Jade Cocon, Macross VFX-X 2, You Don't Know Jack, Centipede, Ultimate Gekko Solid non-playables: Shaolin, NFL GameDay 2000, NFL Xtreme 2

Issue 3-\$10



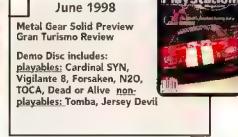
December 1997

Cool Boarders Strategy

Demo Disc includes:

playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Käsi, Jet Moto 2, Cardinal Moto Racer, Test Drive 4 non-playables: One

Issue 9-\$15



June 1998

Metal Gear Solid Preview

Gran Turismo Review

Demo Disc includes:

playables: Cardinal SVN, Vigilante 8, Forsaken N20, TOCA, Dead or Alive non-playables: Tomba, Jersey Devil

Volume 2 Issue 4-\$10



January 1999

Gex Deep Cover Gecko

Tomb Raider III Strategy

Demo Disc includes:

playables: Silent Hill, Moto Racer 2, Brake Fencer Musashi, Apocalypse, Tai Fu non-playables: Rugrats, Test Drive: Off-Road 2

Volume 2 Issue 12-\$10



September 1999

EA sports vs. 98 studio

Jade Cocon Strategy

Demo Disc includes:

playables: Undisputed, Virtua Fighter 3, Sled Stern, Chocobo Racing, Pong, Monaco Grand Prix Racing non-playables: EA Sports Day 2000, NCAA Gamebreaker 2000, Vigilante 8: Second Offense, Thrasher, Toy Story II

Issue 4-\$10



January 1998

Resident Evil 2 Feature

Tomb Raider II Strategy

Demo Disc includes:

playables: NFL GameDay 98, CAR: World Series, Frogger non-playables: Super Mario Bros., Final Fantasy Tactics, Pandemonium 2, Gex 2

Issue 10-\$7.99



July 1998

Demo Disc Only!

playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blasto, Speed Racer non-playables: NFL Xtreme, MLB 99, Tekken 3

Volume 2 Issue 6-\$10



March 1999

PlayStation Dictionary

Syphon Filter Strategy

Demo Disc includes:

playables: Syphon Filter, Bust a Groove, Shadow Madness, Fisherman's Bait, Ahui the Heavies, No One Can Stop Mr. Do!, Street Fighter non-playables: NCAA Final Four '99, Guardian's Crusade

Volume 3 Issue 3-\$10



October 1999

Final Fantasy VII Strategy

Demo Disc includes:

playables: Metal Gear Solid, Virtua Fighter 3, Wipeout 2, Omega Root, NFL Xtreme 2, Jet Moto 3, Championship Drive, Toy Story 2, Bugs Bunny, Pac-Man World, Super Mario Kart, Vampires, Wu-Tang, Fighting Force 2, NHL FaceOff 2000, Medal of Honor, NBA Shootout 2000, Hot Wheels Turbo Racing

Issue 5-\$10



February 1998

Dead or Alive Feature

1997 OPM Editors' Awards

Demo Disc includes:

playables: NCAA Basketball, Tomb Raider II, Command & Conquer: Red Alert, Crime Killers, non-playables: Pitfall 3D, Resident Evil 2, Vigilante 8, Monster Rancher

Issue 11-\$15



August 1998

Metal Gear Solid

Vigilante 8 Strategy

Demo Disc includes:

playables: Tekken 3, Turbo League, non-playables: Duke Nukem: Time to Kill, Lunar: Silver Star Story, Ninja: Shadow of Darkness, Metal Gear Solid

Volume 2 Issue 7-\$10



April 1999

The Year of the RPG

Silent Hill Strategy

Demo Disc includes:

playables: R4: Ridge Racer Type 4, WCW/Wo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar non-playables: Legend of Legaia

Volume 3 Issue 4-\$10



November 1999

Tomb Raider 4

Crash Team Racing Strategy

Demo Disc includes:

playables: Grandia, Legacy of Kain: Soul Reaver, Killer, Killer 2, R4: Ridge Racer, NFL Blitz, NFL Blitz 2000, NBA Shootout 2000, Medal of Honor, NBA Shootout 2000, Hot Wheels Turbo Racing

Issue 6-\$7.99



March 1998

Demo Disc Only!

playables: Bloody Roar, Monster Rancher, Shipwreckers non-playables: Alundra, NBA Shoot Out 98, Saga Frontier, Mega Man Neo

Issue 12-\$10



September 1998

PlayStation's Birthday

Elemental Garage Strategy

Demo Disc includes:

playables: Spyro the Dragon, Donkey Kong: Land of the Lost, WWF War Zone, The Unholy War, S.C.A.R.S., non-playables: Metal Gear Solid, Rival Schools, Test Drive 5

Volume 2 Issue 8-\$10



May 1999

Star Wars: Episode I

Phantom Menace Feature

Legend of Legaia Strategy

Demo Disc includes:

playables: Ehrgeiz, Gex: Deep Cover Gecko, Legend of Legaia, Contender, non-playables: Killa, Killa, Contender, Driver, G Police 2, Gauntlet Legends

Volume 3 Issue 5-\$10



December 1999

Dino Crisis Strategy

Demo Disc includes:

playables: Gran Turismo 2, Thrasher, Skate and Destroy, NFL Blitz, NFL Blitz 2000, NBA GameDay 2000, NCAA GameDay 2000, Cool Boarders 3 non-playables: NFL Blitz, NFL Blitz 2000, Boarders 3, Cool Boarders 3 non-playables: MTV Sports: Snowboarding, Twisted Metal 4, NCAA Final Four 2000

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EVERYONE RATING: The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.



TEEN RATING: Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.



MATURE RATING: These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.



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Dino Crisis

Players	1	Developer	Capcom
Availability	Now	Publisher	Capcom
Analog Compatible	Yes	Genre	Adventure

- Use Weapon/Check/Confirm
- Go to sub-screen
- Run
- Cancel
- Not Used
- Not Used
- Ready Weapon
- Quick 180° turn



Close the blast doors!
These laser barriers are a good way to maintain some distance between you and your reptilian foes.

What is it?

First, Capcom producer Shinji Mikami created the genre of "Survival Horror," terrifying gamers twice over with the stunning Resident Evil series. Now, he turns his frightening eye to a new field: "Survival Panic." In Dino Crisis, heroine Regina faces not lethargic zombies, but mercilessly agile lizards. Fear.



What to expect in the full game:

Realistic damage and bleeding; multiple dinosaur types with strengths and weaknesses; logic and word puzzles; real-time environment; revamped inventory and save systems; scary twists and surprises.

Our advice:

Dino Crisis represents the next evolution of Capcom's horror titles; with real-time environments, improved control and a streamlined game-play system, Dino Crisis is more than just "Resident Lizard." The demo included with the disc is rather limited in scope, but gives you a good idea of the game's control, cinematics and game-play. The Dino Crisis demo is divided into three separate scenarios, each testing a separate skill needed to complete the game. Here's OPM's battle plan for each.

First Scenario: This scenario hones your observation and exploration skills. Go through the Management Office Hallway until you reach the laser-beam shutter and the grate on the floor. Climb up into the Piping Check Passageway and continue until you reach the first hatchway. Descend and continue



door to the Main Hall and the scenario ends.

Second Scenario: This scenario culminates in a difficult logic puzzle. Start by avoiding the two raptors and making your way to the Large Size Elevator. In the next room, a Pterodactyl clotheslines and grabs you. Recover your weapon, then head to the Large Size Elevator Control Room to the right of the large "R-6" door. Exit the Control Room to the Passageway to the Power Room. In the Power Room itself you will find six control panels:

1	4
2	5
3	6

Push the following buttons in the following order: 3 Red, 4 Red, 2 Green, 5 Green, 1 Blue, 6 Blue. Victory!



Third Scenario:

The last scenario teaches you who's the boss on this island: the dinosaurs. Run to the end of the hallway, avoiding or dispatching the raptor, to reach the Passageway to the Communications Area. Travel to the opposite end of the walkway to reach the Communications Room. The Antenna Activation Key is right next to the door; take it and the Slag Bullets, and then head to the Communication Antenna Room on the opposite end of the walkway. Activate the Antenna with the key. Leave the room and Rick contacts you. No time to chat, though—you've got company! RUN back to the Communication Room. Equip the shotgun and hold the T-Rex at bay until Rick deactivates the lock. Inside the Communications Room, you're safe...for now.



through the hallway to the control room. There, rendezvous with your partner Rick. He'll explain the situation and get to work on those pesky electric shutters. Head back up the hatchway and continue until the piping ends. Drop down on the other side of the shutter; Rick contacts you and gives you access to the electric shutters. Turn them off, if you must, but reactivate them immediately—there's a raptor in the hallway. Open the

Did you try

Mixing your items? You can save valuable inventory space by combining medicine and items. Create the all-in-wonder Med Kit that stops hemorrhaging, restores health and keeps those teeth pearly white!

OPM psychic sez:

Should fans of "Survival Horror" get Dino Crisis or the forthcoming Resident Evil 3? Well, it depends on if they like zombies or dinosaurs! With Capcom's winning franchises, there's really no wrong choice.



NHL FaceOff 2000

Players	1-8	Developer	989 Sports
Availability	Now	Publisher	989 Sports
Analog Compatible	Yes	Genre	Sports

- Pass/Toggle Player
- Speed Burst/Shoulder Check
- Shoot/Hold
- △ Drop Pass
- L1 Change Strategies
- L2 Assign Icons
- R1 Change Strategies
- R2 Icon Switch



What is it?

989 Sports' hockey franchise has always played second fiddle to EA Sports' NHL series, but year-by-year, FaceOff keeps improving. Will 989 Sports finally steal the ice rink crown?

What to expect in the full game:

Detroit Red Wings' Coach and eight-time Stanley Cup Champion Scotty Bowman-developed "I.C.E. Artificial Intelligence;" all-new graphics and 150 new animations; Mike Emrick and Darren Pang commentary; all-new action-cam highlights the action; glowing half-puck; all-new realistic skating physics; teams, players, arenas, etc.; season, quick start and multi-team play modes.

Our advice:

FaceOff 2000's AI significantly improves over last year's mediocre logic, so series veterans can't rely on the same old tricks. The "I.C.E." acronym stands for "Intelligence, Comprehension and Execution," and the game nearly lives up to this lofty moniker. Nearly every AI hole and exploit has been suitably patched, so you'll have to actually rely on strategy



and teamwork this time around. Team members do a much better job of "obeying" their positions, so real hockey strategies should apply. You can use a simplified control scheme to get the hang of the control, then upgrade to the "advanced" control scheme when you feel prepared. 989's signature icon-based passing gives you a much-needed foothold out on the slippery ice.

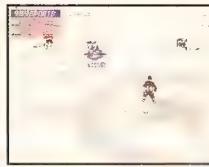
Did you try

Body-checking the Zamboni driver? Take that, you ice-smoothing fiend!

Oh, that's right, you can't.

OPM psychic sez:

EA Sports' NHL series is still tops overall, but FaceOff 2000 does a decent job of bringing 989 Sports' hockey franchise up to par.



NBA Basketball 2000

Players	1-8	Developer	Radical Ent.
Availability	Now	Publisher	Fox Sports
Analog Compatible	Yes	Genre	Sports

- Pass/Select Player
- Shoot/Jump/Block
- Fakie/Pivot/Steal
- △ Speed Burst
- L1 Go-to-Guy
- L2 Play Select
- R1 Player Name Display
- R2 Passing Icon/Int. Foul Button



It's blimperrific!

This bird's-eye view may not appear to be the best perspective, but it does help out if the ball gets away from you.

What is it?

There's no denying that the basketball market is quite crowded. It takes a lot of guts to think that you could enter this crowded field—and win. But NBA Basketball 2000 brings something to the court that no other game offers: "Fox Attitude™" One look at the title will show that the developers have gone all out to mimic Fox's camera angles, commentary and coverage. And hey, there's a decent basketball title underneath all the glamour, too.

What to expect in the full game:

Licensed NBA teams, players and jerseys; motion-captured moves; realistic head tracking; Fox Sports-style presentation; play-by-play and pre-game analysis from FOX Sports. Announcers Greg Papa and Doc Rivers; exclusive Fox Scope replays; informative player profiles, attributes and stat tracking; exhibition, real NBA season, playoffs, championship and practice modes; create-a-player mode.



Our advice:

The control scheme for NBA Basketball 2000 is relatively simple compared to many hoops simulations. This doesn't mean the game itself is simple, of course; it just means you can pick up a controller and start playing without a vertical learning curve. Since the game focuses so heavily on presentation, don't just play to win—play to jam! Bust out those dunks, jump shots and alley-oops and watch the special cameras and shots take over. Pay attention to the character icons and rebound indicators to follow the ball. The full game offers all-in-depth statistics and player tracking that you can't fully experience in the time-limited demo.

OPM psychic sez:

The basketball market is already crowded, but NBA Basketball 2000 appears to have the polish (and hopefully, the gameplay) to succeed.



Tarzan

- Jump
- Pound Ground
- Overhand Throw
- △ Underhand Throw
- L1 Knife Slash
- L2 Change Fruit (Clockwise)
- R1 Knife Thrust
- R2 Change Fruit (Counter Clockwise)



Quick draw

Make sure you give yourself enough time to throw fruit at the nasty fuzzy creatures; it takes awhile to ready the projectiles.

What is it?

Movie-licensed games, as a rule, almost always suck. Disney animation-licensed games, in particular, are usually quite odious. Which is why it is with great pleasure that we say: Tarzan does not suck. At all. The game (miraculously) looks as good as the movie, providing gamers with a lush experience of sight and motion. The sound and music, taken almost directly from the film, do a wonderful job of accentuating the mood. And the gameplay, while nothing revolutionary, is solid and well-executed. It's almost enough to make a gamer forgive *A Bug's Life*. Almost.

What to expect in the full game:

Fourteen stages with various gameplay objectives,

Players	1	Developer	Eurocom
Availability	Now	Publisher	Sony CEA
Analog Compatible	Yes	Genre	Action

including Jungle, Stampede, Baboon Chase and Sabor Attacks; play as young Tarzan, adult Tarzan and Jane; attack opponents with knives and colored fruits; replay completed levels for maximum score and secrets; various bonus stages; animation and music from the movie.



Our advice:

Upon starting the level, immediately double back and pick up the stone knife; without it, you'll be forced to defend yourself with

nothing but rotten fruit—rather demeaning, for the King of the Jungle. While the perspective changes constantly, your objective is always the same: move forward. Nooks and crannies off the beaten path can hide rare fruits, monkey sketch scraps and TARZAN letters, but none are essential to your success.

As for the enemies you meet? Bounce off of rhinos' backs; slash the monkeys and frogs; toss fruit at the annoying birds. Reach Jane's parasol to complete the level.

OPM psychic sez:

A Disney animation-licensed game that doesn't suck? What'll they think of next?!

Army Men: Air Attack

- Fire Machine Guns
- Use Winch
- Fire Machine Guns
- △ Next Weapon
- L1 Strafe Left
- L2 Overhead Map
- R1 Strafe Weapon
- R2 Previous Weapon



What is it?

3DO promises gamers "real combat, plastic men." Unfortunately, previous Army Men console titles offered "spotty gameplay," to boot. Air Attack, however, breaks the string of so-so simulations with an enjoyable helicopter game reminiscent of EA's classic Strike series. So board your chopper, arm your co-pilot and destroy the evil forces of the Tan!

What to expect in the full game:

Explosive weaponry; four unique helicopters; four co-pilots with unique personalities; multiplayer combat and cooperative modes; 16 single-player missions with varying objectives; new and unique enemy units.

Our advice:

Master the circle-strafe immediately. Combine left-right movement on the control pad with strafing left or

Players	1	Developer	3DO
Availability	Now	Publisher	3DO
Analog Compatible	Yes	Genre	Action



right to circle enemies, always keeping them in your sights. While they struggle to even target you, rain down plastic death from above.

Make your way along the train tracks, wiping out everything and everyone in your path. It's also not a bad idea to destroy anything you see blocking the train tracks. Eventually, you'll come across the battery. Lower the winch to pick it up. Fly to the end of the train tracks and lower the battery to power the train. Now protect the convoy on the trip back. The train can take care of itself—you should be flying as far ahead of it as possible, making sure it can return unattacked and unhindered. Clear out enemies and track debris as the train doubles back; once it arrives safely, you'll complete the mission.

OPM psychic sez:

Simple, easy, yet cute and fun, Army Men: Air Attack is a refreshing change of pace for 3DO's tongue-in-cheek "military" franchise.





WCW Mayhem

Players	1-2	Developer	Kodiak Interactive
Availability	Now	Publisher	Electronic Arts
Analog Compatible	No	Genre	Action

- Kick
- Punch
- Grapple/Weapon Pick Up
- Special Punch/Kick
- Pin or Block
- Change Attacker
- Run
- Taunt



What is it?

For years, THQ's WCW wrestling titles alone were enough to catapult THQ to the top of the publishing charts. But in a move to rival the shifting alliances and shenanigans of the ring, Electronic Arts took the WCW license, leaving THQ to the WWF arena. Now, EA's first wrestling game, *WCW Mayhem*, has hit the market. And like all of their titles, it offers as authentic a reproduction as possible of the sport of professional wrestling.

What to expect in the full game:

Wrestle inside and outside of all television and PPV WCW arenas; dynamic wrestler entrances with theme songs and pyrotechnics; create-a-wrestler mode; 600 motion-captured moves; WCW wrestlers and signature moves.

Our advice:

Each of the three basic attacks can be executed either alone or in combination with the D-pad. Once you enter a grapple with the grapple button, you can use either another grapple or basic attack to combo into a crushing move. And once your opponent is down, remember:



Goldberg's smashes and drops differ according to whether his opponent is face up or face down on the mat; practice rotating their orientation for maximum carnage.

A few minutes into the match, a surprise guest runs in and joins the fight. Even the odds by leaving the ring (climb to the other side of the ropes and jump off). Head outside and pick up some heavy weaponry—make it a backstage bash they'll never forget!

OPM psychic sez:

Fast-paced, arcade-style wrestling with a focus on presentation and "outside-the-ring" rumbles makes *WCW Mayhem* an excellent premiere effort from EA.

Tomb Raider: The Last Revelation



What is it?

Lara Croft's fourth PlayStation adventure returns to what made her famous in the first place: raiding tombs.

Why should I care?

A focus on exploration and puzzles, not shooting enemies and changing outfits, is sure to please fans who feel the series has meandered since the first title. Other

Players	1	Developer	Eidos
Availability	Now	Publisher	Genre
Analog Controller	Yes		Adventure

new enhancements include a nearly all-new graphics engine, a combinable, "Resident Evil-style" inventory system and a more coherent storyline.

OPM video critic sez:

Most gamers are thrilled that TR is returning to its roots. The video does an excellent job of proving that, yes, there are some tombs still unexplored. Thumbs up.

Int. Track & Field 2000



What is it?

Konami's Track and Field games have always given gamers a taste of Olympic sports action—or, at least, an outlet for venting their frustration at the world. ("Mash those buttons faster, dammit!") With the 2000 Summer Olympics just around the corner, Konami is hard at work on a new edition of their multi-event classic.

Players	1-4	Developer	Konami
Availability	Now	Publisher	Genre
Analog Controller	Yes		Sports

Why should I care?

At least two of the events in the video, Hammer and Cycling, are new to the 2000 edition. And check out that motion capture!

OPM video critic sez:

While the gameplay remains an enigma, the title certainly looks nice. Tentative thumbs up.

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Official U.S. PlayStation Magazine

On sale Jan. 18

You've dreamed about the game, seen the game, wanted the game—but now find out what *OPM* thinks of the game when we take *Gran Turismo* 2 for a test drive. Afterward, cruise on over to our massive GT2 strategy and learn how to master all the courses and ace all the driving tests. Plus, we'll have reviews of top titles like *Tomb Raider: The Last Revelation* (which is also on our Demo Disc!), *SaGa Frontier 2*, *Vigilante 8: Second Offense*, *Smurfs*, *Thrasher: Skate & Destroy*, and many others. And be sure to turn to us for all the latest previews on the hottest games of the new millennium—that is, if we all survive the massive Y2K meltdown!

February 2000



Check Out Our Next Demo Disc!

PLAYABLES: *Tomb! 2 The Evil Swine Return*, *SUPERCROSS CIRCUIT*, *BALLISTIC*, *MTV SPORTS: SNOWBOARDING*, *TOMB RAIDER: THE LAST REVELATION*, *INTERNATIONAL TRACK & FIELD 2000*
NON-PLAYABLES: *HOT SHOTS GOLF 2*, *MEDAL OF HONOR*



Editorial content subject to change

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ELECTRONIC GAMING MONTHLY

EGM considers the future of console gaming. Will the Dreamcast survive the launch of Nintendo's *Dolphin*? Will the PlayStation2 ruin them both? Or will the X-Box revolutionize the entire industry by blurring the lines between console and PC gaming? Also in this issue:

- The Slick 50 feature: 50 of the most influential people, games and gadgets of 1999
- Even more PlayStation2 game previews
- Reviews: *NBA 2K*, *Sega Rally 2*, *Turok: Rage Wars*, *Medal of Honor*, *NBA Live 2000*
- Tricks for all the major systems
- Power Tools: *EGM* puts Dreamcast peripherals to the test
- The latest news on PS2 and *Dolphin*



We've got the ape and the girl—*Kong and Croft*, *Donkey and Lara*...you get the picture. *Donkey Kong 64* and *Tomb Raider: The Last Revelation* are huge, and *XG* covers 'em like a blanket. Want more? How about the definitive strategy for the acclaimed racing title *Sega Rally*? Or check out our massive moves list for *Wrestlemania 2000*; maps and mission objectives for *Medal of Honor*; and thorough breakdown of *Vandal Hearts II*. It's more than enough to satisfy any gamer's appetite.

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Legacy of Kain: Soul Reaver



Fighting Force 2



Fear Effect



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